

QUALIFICATIONS

Motivated researcher with strong publication record in A.I. and machine learning. Proven ability to fully implement and rigorously evaluate original ideas. Skilled programmer, supervisor, and teacher.

PROFESSIONAL EXPERIENCE

- **Pulse Meridian**, June 2007 – present.
Partner, Analyst.
Gather client requirements, design and implement custom data management and business intelligence software. Perform general business development.
- **University of Texas at Austin**, August 2001 – present.
 - *Assistant instructor, January 2006 – present.*
Independently design course curriculum, exams and assignments; lecture and grade.
Course: C# and the .NET Framework
 - *Research assistant, January 2003 – January 2006.*
Conduct original research in machine learning, game-playing, multiagent systems, and robotics.
 - *Teaching assistant, August 2001 – January 2003.*
Lead discussion sections, organize exam reviews, grade assignments and exams.
Courses: Software Engineering, Automata Theory, Introduction to Programming in Java.
- **Jet Propulsion Laboratory**, May 2003 – August 2003.
Graduate Research Scientist.
Develop automated goal-generation system using clustering of geological survey data in MISUS autonomous Mars rover project.
- **University of California, Los Angeles**, September 2000 – August 2001.
Undergraduate research assistant.
Conduct original research on the performance of collaborative filtering algorithms.
- **Computer Consulting Group**, July 1998 – September 1999.
Software specialist.
Design and maintain client web sites; HTML, ASP. Administrate Windows NT network, IIS / Back Office, Microsoft SQL server.

EDUCATION

- **University of Texas at Austin**
Ph.D., Computer Science, *Expected May 2008.*
Thesis: Automated Domain Analysis for General Game Playing
- **University of California, Los Angeles**
B.S., Computer Science and Engineering, May 2001.

SKILLS

- *Operating Systems*: GNU/Linux, Windows, Mac OS X.
- *Languages*: C/C++, Python, Java, C#, Perl, Ruby, Bash, SQL.
- *Machine Learning*: Reinforcement Learning, Relational RL, Feature Discovery, Advice-Guided Learning, Multiagent Learning, Inductive Logic Programming, Instance-Based Methods, Explanation-Based Learning, Collaborative Filtering, Semi-Supervised Clustering, Neural Networks, Bayesian Networks, CMACs, Decision Trees, Support Vector Machines.

REPRESENTATIVE PUBLICATIONS

A full list of publications is available at: <http://www.cs.utexas.edu/~kuhlmann/papers/>

- [1] **Gregory Kuhlmann** and Peter Stone. Graph-Based Domain Mapping for Transfer Learning in General Games. In *Proceedings of the Eighteenth European Conference on Machine Learning (ECML-07)*, September 2007.
- [2] **Gregory Kuhlmann**, Kurt Dresner, and Peter Stone. Automatic Heuristic Construction in a Complete General Game Player. In *Proceedings of the Twenty-First National Conference on Artificial Intelligence (AAAI-06)*, July 2006.
- [3] **Gregory Kuhlmann**, William B. Knox, and Peter Stone. Know Thine Enemy: A Champion RoboCup Coach Agent. In *Proceedings of the Twenty-First National Conference on Artificial Intelligence (AAAI-06)*, July 2006.
- [4] Peter Stone, Mohan Sridharan, Daniel Stronger, **Gregory Kuhlmann**, Nate Kohl, Peggy Fiedelman, and Nicholas K. Jong. From Pixels to Multi-Robot Decision-Making: A Study in Uncertainty. In *Robotics and Autonomous Systems* 54(11):933–43, November 2006.
- [5] Peter Stone, Richard S. Sutton, and **Gregory Kuhlmann**. Reinforcement Learning for RoboCup-Soccer Keepaway. In *Adaptive Behavior*, 13(3):165–188, 2005.
- [6] Mohan Sridharan, **Gregory Kuhlmann**, and Peter Stone. Practical Vision-Based Monte Carlo Localization on a Legged Robot. In *IEEE International Conference on Robotics and Automation (ICRA-05)*, April 2005.

PERSONAL

United States Citizen.