

Prabhat Nagarajan

CONTACT INFORMATION	Engineer Preferred Networks Tokyo, Japan	<i>E-mail:</i> prabhat@prabhatnagarajan.com <i>Webpage:</i> prabhatnagarajan.com
RESEARCH INTERESTS	Reinforcement Learning, Imitation Learning, Robot Learning	
EDUCATION	The University of Texas at Austin , Austin, TX Aug. 2014 - Aug. 2018 <i>Master of Science in Computer Science</i> , Aug. 2018 <ul style="list-style-type: none">• Thesis Title: <i>Nondeterminism as a Reproducibility Challenge for Deep Reinforcement Learning</i>• Committee: Peter Stone (advisor), Scott Niekum• GPA: 3.89 <i>Bachelor of Science in Computer Science</i> , Aug. 2018 <ul style="list-style-type: none">• GPA: 3.92 <i>Bachelor of Science in Mathematics</i> , Dec. 2017 <ul style="list-style-type: none">• GPA: 3.92	
PROFESSIONAL EXPERIENCE	Preferred Networks <i>Engineer</i> Tokyo, Japan ChainerRL & Robotics. Facebook <i>Software Engineer Intern</i> New York, NY Messenger Infrastructure. Microsoft <i>Software Engineer Intern</i> Redmond, WA Visual Studio Team Services. Yahoo! <i>Technical Intern</i> Sunnyvale, CA Ads Targeting.	Sept. 2018 - <i>Present</i> May 2017 - Aug. 2017 May 2016 - Aug. 2016 May 2015 - Aug. 2015
TEACHING EXPERIENCE	The University of Texas at Austin , Austin, TX <i>Tutor</i> Discrete Mathematics for Computer Science (CS 311) <i>Tutor</i> Data Structures (CS 314)	Fall 2015 Fall 2015
SERVICE	The University of Texas at Austin <i>MS Admissions Committee</i>	2018
REFEREED WORKSHOP PUBLICATIONS	[1] Prabhat Nagarajan , Garrett Warnell, and Peter Stone. Deterministic Implementations for Reproducibility in Deep Reinforcement Learning. In <i>AAAI 2019 Workshop on Reproducible AI</i> , January 2019. [2] Prabhat Nagarajan , Garrett Warnell, and Peter Stone. The Impact of Nondeterminism on Deep Reinforcement Learning. In <i>ICML Reproducibility in Machine Learning Workshop</i> , July 2018.	

THESES [1] **Prabhat Nagarajan**. Nondeterminism as a Reproducibility Challenge for Deep Reinforcement Learning. *Master's Thesis*, The University of Texas at Austin, August 2018

TALKS [1] **Prabhat Nagarajan**, Garrett Warnell and Peter Stone. Deterministic Implementations for Reproducibility in Deep Reinforcement Learning. In: *AAAI 2019 Workshop on Reproducibility in AI*, Honolulu, HI, January, 2018.

PROFESSIONAL MEMBERSHIPS • AAAI - Member (2018)

INTERESTS **Chess** USCF Chess Player.

PERSONAL DETAILS Citizenship: USA
Languages: English (Native), Tamil (Conversational), Japanese (Beginner), Spanish (Beginner)