

Education

- University of Delaware**, College of Engineering – Newark, DE
- Dec. 2021 *PhD in Computer Science* (anticipated)
- Thesis Topic: Decentralized Multi-Agent Reinforcement Learning
 - Other work: Cooperative Game Theory, Neuromorphic Computing
- Dec. 2016 *M.S. in Computer Science*
- May 2014 *B.S. in Computer Science, Minor in Mathematics*

Experience

- 2017–current **Army Research Laboratory** – Aberdeen, MD
- Journeyman Research Fellow* in ML and neuromorphic computing group
- Designed and implemented massively parallel neuromorphic system to approximate minimum Vertex Cover on IBM TrueNorth
 - Collaborating between ARL and UD for a degree researching multi-agent reinforcement learning and neuromorphic computing
- 2015–2017 **University of Delaware** – Newark, DE
- Graduate Instructor* for Data Structures & Algorithms course
- Gave 20 two-hour lectures in previous three summer sessions
 - Designed all lecture material, assignments, exams and managed a TA
 - Received great course evaluations (4.5/5 avg) and lasting student relationships
- 2014–2017 **University of Delaware** – Newark, DE
- Graduate Teaching Assistant* for software engineering and other courses
- Managed lab sessions and hold office hours to help students
 - Covered lectures, help instructors design class, and grade written or code assignments
- 2013–2014 **JPMorgan Chase** – Wilmington, DE
- Application Development Intern* in Customer Experience Analytics
- Wrote PostgreSQL methods on big data to investigate hypotheses about customer spending relationships and size opportunities to cut company costs

Publications

- “Shapley Value Approximation with Divisive Clustering,” **Kevin Corder**, Keith Decker. ICMLA 2019 [28% Accept]
- “Q-Learning Acceleration via State-space Partitioning,” Haoran Wei, **Kevin Corder**, Keith Decker. ICMLA 2018. [31% Accept]
- “Solving Vertex Cover via Ising Model on a Neuromorphic Processor,” **Kevin Corder**, John V. Monaco, Manuel M. Vindiola. ISCAS 2018. [53% Accept]

Accepted Presentations

- “Decentralized Multi-Agent Actor-Critic with Generative Inference,” **Kevin Corder**, Manuel M. Vindiola, Keith Decker. Deep Reinforcement Learning Workshop, NeurIPS 2019.
- “Decentralized Multi-Agent Actor-Critic with Generative Inference,” **Kevin Corder**, Manuel M. Vindiola, Keith Decker. Reinforcement Learning in Games Workshop, AAAI 2020.

Teaching

- Instructor for Data Structures & Algorithms course for three summers 2015–2017
- Teaching assistant for three years in: Advanced Software Engineering, Introduction to Software Engineering, Intro to Programming I (CS majors), Intro to Programming I (non-CS), Intro to Programming II
- Co-wrote auto-grading software for Intro to Programming I course for during one semester as TA

Awards & Honors

- Graduate Finalist for 2017 ARL Summer Research Symposium
- University of Delaware Professional Development Award 2019
- NeurIPS Student Travel Award 2019

Computing Skills

- Programming: Python (expert), C++ (proficient), (familiar with) C, Matlab, Java, Lisp, SQL, Assembly, R, Mathematica
- Python Frameworks: PyTorch, NumPy, SciPy, Scikit-Learn, Ray Tune & RLlib
- Markup: LaTeX, Markdown, HTML

Overview

- Research experience in applying efficient machine learning solutions to diverse problems
- Experience at planning, managing, and executing large independent and team projects
- Skilled at communicating technical ideas
- Proficient at programming and software engineering design
- Review papers for several conferences yearly