



# Eric Wallace

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## EDUCATION

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**University of Maryland, College Park — A. James Clark School of Engineering**

B.S. Computer Engineering

Entrepreneurship and Innovation Honors Program

**GPA:** 3.94/4.00

**GRE:** 170Q, 168V, 6W

Graduation: Dec 2018

## RESEARCH EXPERIENCE

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**Allen Institute for Artificial Intelligence (AI2) — *Research Intern***

Irvine, CA

**Topic:** Deep Learning for NLP, **Advisor:** Matt Gardner

Jan 2019-July 2019

- Joining AI2 to work on Question Answering, Adversarial Examples in NLP, and Interpretability

**University of Maryland: NLP Group — *Undergraduate Research Assistant***

College Park, MD

**Topic:** Deep Learning for NLP, **Advisor:** Jordan Boyd-Graber

Jan 2018-Dec 2018

- Focus on the intersection between Deep Learning and NLP, research topics include:
- Robust NLP systems, models that can handle out-of-domain inputs such as adversarial examples and noisy users
- Interpretation of neural networks and how to properly evaluate interpretability
- Human-in-the-loop ML, models that can learn, interact, and collaborate with humans
- Meta-Learning for NLP, how to quickly adapt models to new domains (low-resource languages, custom users)

**University of Maryland: Rotorcraft Center — *Undergraduate Research Assistant***

College Park, MD

**Topic:** GPU Acceleration of Physics Simulations, **Advisors:** Inderjit Chopra, Ananth Sridharan

Oct 2016-May 2017

- Accelerated helicopter physics simulations using GPU parallelism, reached state-of-the-art runtimes for flow field simulation
- Utilized NVIDIA CUDA, OpenMP, OpenACC, and other SIMD/Parallel acceleration libraries (cuBLAS, Thrust)
- Packaged simulator into physics engine currently used at US Army Research Lab for helicopter design and training

**NASA: Technology Transfer Research — *Undergraduate Team Lead***

College Park, MD

**Topic:** Wireless Power for Implantable Devices

Apr 2016-Nov 2016

- Led a NASA competition team designing power supplies for implantable medical devices using a piezoelectric film
- Designed system architecture with UMD and NASA researchers, reached competition finals

## RELEVANT WORK EXPERIENCE

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**Lyft, Self-Driving Car Program — *Software Engineering Intern***

Palo Alto, CA

- Developed Deep Learning models for Computer Vision tasks on Lyft's self-driving car team

June 2018- Aug 2018

- Reimplemented state-of-the-art CNN models for Binary Semantic Segmentation and Object Detection
- Contributed to vehicle simulation by integrating perception and control systems with physical hardware

**Intel — *Software Engineering Intern (Co-op)***

Folsom, CA

- Designed Arithmetic Logic Units (ALUs) for use in the i7/i9 10nm microarchitecture

Aug 2017- Dec 2017

- Developed internal testing flow for pre-silicon static power checking for system on a chip (SOC) and ASIC designs

**Appian — *Software Engineering Intern***

Reston, VA

- Implemented a ResNet-50 model pretrained on ImageNet for internal image recognition system

May 2017- Aug 2017

- Prototyped functionality for sentiment analysis, NER, and topic modeling using Stanford CoreNLP, MALLETT, and NLTK
- Modified database query process to dynamically batch data based on available system resources

**Textron Systems: UAV Systems — *Computer Engineering Intern***

Baltimore, MD

- Developed C firmware for embedded Microchip PIC32 processor on the Aerosonde UAV

June 2016- Aug 2016

- Added voltage/current monitoring circuits and created driver software using peripheral busses (CAN Bus, I2C)

## REFEREED PUBLICATIONS

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Shi Feng, **Eric Wallace**, Alvin Grissom II, Mohit Iyyer, Pedro Rodriguez, and Jordan Boyd-Graber. Pathologies of Neural Models Make Interpretations Difficult. **EMNLP 2018** (oral). [\[Paper\]](#), [\[Blog\]](#), [\[Code\]](#)

**Eric Wallace\***, Shi Feng\*, and Jordan Boyd-Graber. Interpreting Neural Networks With Nearest Neighbors. **EMNLP 2018 Workshop** on Analyzing and Interpreting Neural Networks for NLP. [\[Paper\]](#), [\[Blog\]](#), [\[Code\]](#)

**Eric Wallace**, Pedro Rodriguez, Shi Feng, and Jordan Boyd-Graber. Trick Me If You Can: Adversarial Writing of Trivia Challenge Questions. Under re-review at TACL, ACL 2018 Student Research Workshop, Also appeared in *Mid-Atlantic Student Colloquium on Speech, Language and Learning 2018*, *UMD Undergraduate Research Day 2018*. [[Paper](#)], [[Website](#)], [[Code](#)]

**Eric Wallace** and Ananth Sridharan. GPU Acceleration of Helicopter Flow Field Simulation. **2018 AIAA SciTech Aerospace Sciences Meeting**. [[Paper](#)]

## PREPRINTS AND STUDENT EVENTS

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[Student Event]: **Eric Wallace** and Ananth Sridharan. GPU Acceleration of Helicopter Flow Field Simulation. **AIAA 2017 Region 1 Student Conference (Best Paper Award)**, Also appeared in *UMD Undergraduate Research Day 2017*.

## PROJECTS AND VENTURES

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**Reimplementation of Deep k-Nearest Neighbors (DkNN)** [[Original Paper](#)] *July 2018*

- Reimplemented the DkNN algorithm, which generates predictions using neural network activations and a k-Nearest Neighbors classifier for adversarially robust and interpretable model decisions

**Social Impact Startup - Pinpointer**, *Co-Founder and Software Design Lead* *Jan 2016- Dec 2017*

- Co-founded a seed funded social impact startup (left to pursue academic research interests)
- Pinpointer is a crowdsourced application that helps to navigate in developing cities which lack an address system
- Integrated Google Maps API, OpenStreetMap, and AWS services to collect user data from mobile/web

**DeepMind & Blizzard StarCraft A3C Reinforcement Learning Agent** *Aug 2017*

- Implemented RL agent using Google DeepMind's python API for playing StarCraft II
- Replicated DeepMind's initial results using policy gradient method (A3C) with ConvNet/LSTM for policy and value network

**Motion Planning – ENEE 324: Professor Gilmer Blankenship** [[Report](#)] [[Code](#)] *Nov 2016*

- Developed MATLAB simulation for autonomous cars tasked with communication and self-organization
- Incorporated physics/dynamics model based on Dubin's Car state space equations
- Implemented a path tracking navigation algorithm using the pure pursuit method with adaptive look-ahead distance

## SERVICE, TALKS, HONORS, AND MEDIA

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**Service:** Reviewer for **EMNLP 2018 (Best Reviewer Award)**, Reviewer for **SemEval 2018**

**Talks:** EMNLP Oral 2018 — *Pathologies of Neural Models Make Interpretations Difficult (2018)* Brussels, Belgium

UMD Computer Science Advisory Board — *Generalization in Deep Learning for Language (2018)* College Park, MD

Adobe Labs Visit at UMD — *Generalization in Deep Learning for Language (2018)* College Park, MD

Google DeepMind StarCraft AI Workshop — *Learning Macro-Based RL Policies (2017)* Anaheim, CA

UMD Aerospace Advisory Board — *Computational Methods for Simulating Helicopter Aerodynamics (2017)* College Park, MD

**Academic Awards:** National Science Foundation REU Award — *Recipient (2018)*

AIAA Student Conference Best Paper Award — *Recipient (2017)*

Lockheed Martin Corporate Partners Scholarship — *Recipient (2017)*

Yurie/Jeong H. Kim Scholarship — *Recipient (2016)*

Leidos Corporate Partners Scholarship — *Recipient (2016)*

University of Maryland Presidential Scholarship — *Recipient (2014)*

**Media Coverage/Outreach:** [[Blog](#)] [[UMD Podcast](#)], [[NLP Highlights Podcast](#)], [[Quiz Bowl](#)]

## TECHNICAL SKILLS & INTERESTS

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**Software:** Python, Java, C/C++, MATLAB **General:** Git, Linux, AWS/Google Cloud

**Frameworks:** CUDA, PyTorch, Chainer, Scikit-Learn, Tensorflow **Open-Source Contributions:** PyTorch, TorchText, PySC2

**Campus Involvement:** Technica (largest all-women's hackathon), Machine Learning @ Maryland, Startup Shell, Club Cross Country and Track & Field, Machine Learning Reading Group

**General Research Interests:** Machine Learning, Natural Language Processing, Reinforcement Learning, Deep Learning