

Parker Riley

prkriley@gmail.com — (913) 378-3906 — Rochester, NY

EDUCATION

PhD, Computer Science 2016-2021

University of Rochester; GPA: 3.93

In progress. Advised by Dr. Daniel Gildea. Working in AI (Natural Language Processing).

MS, Computer Science 2016-2018

University of Rochester; GPA: 3.93

Advised by Dr. Daniel Gildea. Working in AI (Natural Language Processing).

BSc, Computer Science w/ Linguistics Minor 2012-2016

University of Kansas; GPA: 4.00

Graduated with Honors and Highest Distinction.

RELEVANT WORK EXPERIENCE

Research Intern June 2018 - August 2018

Google; New York, NY

Designed, prototyped, and evaluated unsupervised and weakly supervised models for detecting diverse author perspectives in news articles. Worked in C++ and Python.

Software Engineering Intern June 2014 - August 2014

Groupon; Chicago, IL

Investigated methods for using code complexity analysis to assist deployment approval workflow. Designed and implemented end-to-end Ruby on Rails web app to automatically provide analysis to reviewers.

Research Assistant January 2013 - January 2014

University of Kansas, ITTC; Lawrence, KS

Enabled visualization of complex network topology with real-time status monitoring system of global testbed network; presented work at GENI Engineering Conference.

Software Development Intern November 2012 - January 2013

Perceptive Software; Lenexa, KS

Worked with JUnit for writing test suite; independently developed tool for static code analysis of entire test bank to summarize test coverage.

Software Development Intern June 2012 - August 2012

Perceptive Software; Lenexa, KS

General C++ development; SQL.

PUBLICATIONS

Parker Riley and Daniel Gildea. 2018. Orthographic Features for Bilingual Lexicon Induction. In *Proceedings of the 56th Annual Meeting of the Association for Computational Linguistics (ACL 2018)*.

Iftekhar Naim, **Parker Riley**, and Daniel Gildea. 2018. Feature-based Decipherment for Machine Translation. Accepted to *Computational Linguistics*.

SKILLS

<i>Programming Languages</i>	Java, C++, C, JavaScript, Python, Ruby, Lua, Prolog, Haskell
<i>Other Technical</i>	Keras (Neural Network Library), Git, Unix, Eclipse
<i>Natural Languages</i>	English (Native), Russian (Intermediate), Spanish (Intermediate)

PROJECTS

File Explorer with Natural User Interface Fall 2015 - Spring 2016
Undergraduate Capstone Project

Worked with three others to design and implement a multithreaded C++ application that allows a Linux file system to be viewed and modified in a 3D environment using the Leap Motion controller as input; users control the application using hand gestures instead of keyboard/mouse.

Game Modification Fall 2013
Personal Project

Worked with one other to design and implement a mod for Don't Starve (by Klei Entertainment) that introduced a completely new mechanic and currently has 23,000 subscribers. Written in Lua.

FELLOWSHIPS

NSF Research Traineeship Program (NRT) 2016; 2017
Titled "Graduate Training in Data-Enabled Research into Human Behavior and its Cognitive and Neural Mechanisms." Awarded to a small number of students in Computer Science and Brain/Cognitive Science on recommendation of advisor. Includes course that covered neural networks, computer vision, and human speech perception. Re-awarded in 2017.

Robert L. and Mary L. Sproull Fellowship Fall 2016
Awarded annually to 10-12 incoming PhD students from across the entire university.

ENRICHMENT

Association for Computational Linguistics (ACL) Conference 2018

Melbourne, Australia

Presented at main conference, attended 2nd Workshop on Neural Machine Translation and Generation

Association for Computational Linguistics (ACL) Conference 2017

Vancouver, Canada

Attended main conference and workshop on Representation Learning (RepL4NLP)

Jelinek Memorial Summer School Summer 2016

Johns Hopkins University; Baltimore, MD

Attended two-week program featuring many researchers in the fields of Human Language Technology and Natural Language Processing giving lectures, tutorials, and lab sessions. Received scholarship from Association for Computational Linguistics.

Russian Study Abroad Summer 2015

St. Petersburg State University; St. Petersburg, Russia

Studied Russian culture and language as culmination of 2 years of undergraduate study.

LEADERSHIP EXPERIENCE

Robotics Team Assistant Coach Fall 2017

Archangel School; Rochester, NY

Worked with middle school children on weekends to guide them in designing, building, and programming a robot to complete a series of challenges, as part of the FIRST Lego League program.

Food Board Manager August 2014 - May 2016

University of Kansas Student Housing; Lawrence, KS

Managed \$100,000 annual food budget for 50 residents; managed a team of 18 cooks; planned monthly meal schedule.