

Paul Soulos

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EDUCATION

JOHNS HOPKINS UNIVERSITY

Class of 2013

GPA: 3.73 / 4.0 | Honors

B.S. COMPUTER SCIENCE

GPA: 3.85 / 4.0 | Departmental Honors

B.S. APPLIED MATHEMATICS

GPA: 3.74 / 4.0

MINOR IN ENTREPRENEURSHIP AND MANAGEMENT

COURSEWORK

EXTRACURRICULAR

Mind-Reading and Telepathy (Audited at UC Berkeley)

Computational Models of Cognition (Audited at UC Berkeley)

Machine Learning (Coursera)

Creative Applications of Deep

Learning with TensorFlow (Kadenze)

Analysis of Algorithms (Columbia)

Human-Computer Interaction

(Coursera)

UNDERGRADUATE

User Experience and Web Apps

User Interfaces and Mobile Apps

Parallel Programming

Automata & Computation Theory

Intro to Optimization

Intro to Statistics

Intro to Probability

Cognition

LINKS

Personal: paulsoulos.com

Github: github.com/psoulos

SKILLS

EXPERIENCED

Android • Java • Unix

FAMILIAR

Tensorflow • Python • EEG

acquisition and processing • SDK

development • Processing • Octave •

C • Git • AWS • Web stack

EXPERIENCE

UC BERKELEY | RESEARCH ASSISTANT IN COMPUTATIONAL COGNITIVE SCIENCE

September 2017 - Present | Berkeley, CA

Assisting on research to improve deep neural networks. Research includes better generalization using multi-level labels for classification and training deep generative networks with signals from people.

FITBIT | SENIOR SOFTWARE ENGINEER

December 2017 - Present | San Francisco, CA

Working on the Health & Wellness team.

GOOGLE | SOFTWARE ENGINEER

June 2013 - June 2016 | Mountain View, CA

Android Wear | October 2014 - June 2016

Created and designed Google apps for Android Wear, defined APIs and libraries for third party developers, and helped with core operating system functionality. Worked closely with the Google Fit team to build the fitness experience for wearables.

Involved with a cross functional team to promote accessories and personalization.

Android Apps | March - October 2014

Built the Contacts experience on Android Lollipop with one other engineer.

Responsibilities included implementing the app using Google's Material Design and maintaining Contacts at the system level.

Google App Engine & Gmail | Intern | Summer 2013

Worked on cloud infrastructure to support Google's mobile application offerings and built tools for third party mobile developers to utilize Google App Engine. Assisted on improvements for Gmail search functionality and auto-complete.

PERSISTENT SYSTEMS | ANDROID DEVELOPER

Summer 2011/12 & Winter 2012 | New York, NY

Developed an Android application to interface with Persistent Systems' wireless radio systems used in a diverse set of markets from military to agriculture.

JOHNS HOPKINS UNIVERSITY

TEACHING ASSISTANT FOR USER INTERFACES AND MOBILE APPLICATIONS

February - May 2012 | Baltimore, MD

Helped produce the class syllabus and schedule. Gave lectures on Android development, UI elements, and other programming essentials. Graded student assignments. Provided weekly office hours tutoring students.

PUBLICATIONS

Peterson, J., **Soulos, P.**, & Griffiths, T.L. (In Progress). Training Deep Generative Networks with People.

Peterson, J., **Soulos, P.**, Nematzadeh, A., & Griffiths, T.L. (2017). Multi-level Classification: Implications for Human-like Generalization. *NIPS 2017 Workshop on Visually-Grounded Interaction and Language*.

Soulos, P. (2017). Machine Learning and Misinformation. *KDnuggets*.

ACHIEVEMENTS

2017 *Living Tapestry* artwork selected for the NIPS 2017 Workshop on Machine Learning for Creativity and Design.

2017 Invited for a trial period in the Interaction Design department at Fabrica.

2016 Presented at Google I/O on building apps for Android Wear 2.0.

2016 Filed a patent for "Context-aware system for providing fitness information".