

Brandon S. Wilson
Doctoral Student in Computer Science

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RESEARCH INTERESTS

Artificial intelligence. More specifically, I am interested in automated game playing, machine learning, and social-modeling. My work spans all three of these fields in an effort to design robust game-playing techniques.

EDUCATION

Ph.D.	August 2008 – <i>present</i>	University of Maryland, College Park	Computer Science
M.S.	August 2006 – August 2008	University of Maryland, Baltimore County	Computer Science
B.S.	August 2002 – May 2006	University of Maryland, Baltimore County	Computer Science

EMPLOYMENT HISTORY

January 2009 – <i>present</i>	Graduate Research Assistant <i>Department of Computer Science, University of Maryland, College Park</i> Performing research in the area of game theory and game-tree search. My projects focus on the phenomenon of local pathology in individual game trees and modeling social orientations in game-tree search algorithms for multi-player games. This work is continuing and being performed under the advisement of Dr. Dana Nau.
August 2008 – January 2009	Teaching Assistant <i>Department of Computer Science, University of Maryland, College Park</i> Taught weekly discussion sections covering material for a course on organization and principles of programming languages. Also, responsible for holding weekly office hours and assisting with grading exams.
June 2007 – August 2008	Graduate Research Assistant <i>Department of Computer Science and Electrical Engineering, University of Maryland, Baltimore County</i> Performed research in the areas of analysis of dimension reduction techniques for data visualization, regression analysis for predicting planner runtime, and coalition formation in multi-agents systems. This work was performed under the advisement of Dr. Marie desJardins.
Jan. 2005 – May 2007	Teaching Assistant <i>Department of Computer Science and Electrical Engineering, University of Maryland, Baltimore County</i> Assisted students with their first college-level programming course by providing assistance for projects during office hours and conducting a weekly lab that re-enforces the topics covered in class with hands-on coding experience.

June 2006 – Aug. 2006

Java Developer

Agnik LLC

Developed graphical user interfaces (GUI) using the Java swing interface. Also implemented distributed data mining algorithms for an intrusion detection and network traffic monitoring system.

TEACHING EXPERIENCE

Fall 2008	Teaching Assistant, CMSC330 , “Organization of Programming Languages,” UMCP.
Spring 2008	Customer, CMSC345, “Software Design and Development” UMBC.
Fall 2007	Customer, CMSC345, “Software Design and Development” UMBC.
Spring 2005 – Spring 2007	Teaching Assistant, CMSC201, “Computer Science I for Majors” UMBC.
Fall 2006	Teaching Assistant, CMSC474/671 , “Introduction to Artificial Intelligence,” UMBC.

PUBLICATIONS

Brandon Wilson, Inon Zuckerman, and Dana Nau, “Modeling Social Preferences in Multi-player Games,” *Proceedings of the Tenth International Conference on Autonomous Agents and Multi-agent Systems*, 2011 (*forthcoming*).

Brandon Wilson, Austin Parker, and Dana Nau, “Error Minimizing Minimax: Avoiding Search Pathology in Game Trees,” *Proceedings of the International Symposium on Combinatorial Search*, 2009.

Mark Roberts, Adele Howe, Brandon Wilson and Marie desJardins, “What Makes Planners Predictable?,” *Proceedings of the Eighteenth International Conference on Automated Planning and Scheduling*, 2008.

Brandon Wilson, “Test-cost Sensitive Regression for Planner runtime Prediction,” Master’s Thesis, University of Maryland, Baltimore County, 2008

Brandon Wilson and Marie desJardins, “Forming Stable, Overlapping Coalitions in an Open Multi-agent System,” Working Notes of the AAAI Fall Symposium on Regarding the Intelligence in Distributed Intelligent Systems, Arlington, VA, 2007.

AWARDS AND HONORS

- Block fellowship for outstanding academic record (2-year) (UMCP) (2008)
- UMBC Incentive Scholarship (UMBC) (2007)
- Outstanding Graduating Senior in Computer Science (UMBC) (2006)
- College Reading and Learning Association Level 2 Tutor Certification (2005)
- College Reading and Learning Association Level 1 Tutor Certification (2004)

AFFILIATIONS

- Association for the Advancement of Artificial Intelligence (since 2007)
- Association for Computing Machinery (since 2006)
- Phi Beta Kappa Honor Society (since 2006)