

Tyler Streeter

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Expertise

C/C++, Python, 3D graphics, machine learning, graphical models, neural networks, optimization, Monte Carlo methods, Bayesian methods, reinforcement learning, information theory

Education

PhD Candidate in Machine Learning (expected 2023) Iowa State University (3.85/4.0)
MS in Reinforcement Learning Iowa State University (3.92/4.0)
BS in Computer Engineering Iowa State University (3.83/4.0)

Experience

Founder, Machine Learning Researcher & Engineer (Oct 2008 - Present) [Brainpower Labs](#)
Pure AI/ML research. 6,500 pages of math notes. Custom C/C++/Python tools.

3D Graphics Engineer (Jan 2022 - Apr 2022) [Avatree](#)
Generative 3D tree growth algorithm & complete glTF exporter in C. Automated Blender rendering.

AI/ML Graduate Researcher (Aug 2006 - Dec 2009) [VR Applications Center](#), Iowa State University
Research on topographic maps, Bayesian networks, reinforcement learning, and neuroscience.

Computational Neuroscience Research Intern (May 2006 - Aug 2006) [IBM Research](#)
Biometaphorical Computing Research Group. Computational cerebellum model in Python.

Teaching Assistant (Jan 2006 - May 2006) [Computational Perception](#), Iowa State University
Machine perception course on computer vision, image processing, OpenCV.

AI/ML Graduate Researcher (May 2003 - Dec 2005) [VR Applications Center](#), Iowa State University
Research on reinforcement learning, artificial curiosity, and 3D physics simulation in C++.

3D Graphics Research Assistant (Aug 2002 - Dec 2003) [CNDE](#), Iowa State University
C++ 3D/OpenGL ultrasonic probe simulations used for testing jet and space shuttle parts.

HPC Research Assistant (Jun 2002 - Aug 2002) [Ames National Lab](#)
Scalable Computing Lab. C++ logging code for computational chemistry on compute clusters.