

## EDUCATION

<b>PhD in Computer Science</b> , Columbia University Advisor: Prof. Peter Allen, Thesis: <i>Learning Mobile Manipulation</i> ARL Research Fellow	Sep 2017 — May 2022 Exp. Sep 2018 — Present
<b>MPhil in Computer Science</b> , Columbia University,	Sep 2017 — May 2019
<b>MS in Computer Science</b> , Columbia University, 4.0 GPA CA Fellowship	Sep 2016 — May 2017 Sep 2016 — Jan 2017
<b>BS in Computer Science</b> , Columbia University, 3.7 GPA	Sep 2012 — May 2016

## SELECTED RESEARCH EXPERIENCE (ADDITIONAL EXPERIENCE LISTED ON MY WEBSITE)

<b>MineRL Basalt Competition</b> <i>Neurips 2021</i> <ul style="list-style-type: none"><li>Developed an autonomous Minecraft agent using human demonstration data and won first place in overall performance and also most human-like agent in collaboration with ARL and UMBC</li><li>Contributed domain expertise in visual navigation and developed the state classifier using human-labeled data</li><li>Work published at AAAI-Make 2022 and presented at Neurips 2019</li></ul>	<b>Jul 2021 — Dec 2021</b> New York, NY
<b>Mobile Manipulation Leveraging Multiple View</b> <i>Columbia Robotics Lab</i> <ul style="list-style-type: none"><li>Developed a system for long-range mobile manipulation using a mobile robot without localization at runtime</li><li>Created novel simulation based techniques for generating data using real-world scanned environments</li><li>Advanced previous navigation work by improving local navigation without localizing the agent and without the goal provided beforehand</li></ul>	<b>Jan 2020 — Present</b> New York, NY
<b>Learning Your Way Without Map or Compass: Panoramic Target Driven Visual Navigation</b> <i>Columbia Robotics Lab</i> <ul style="list-style-type: none"><li>Created a system to navigate through real-world scanned environments using simulated images of trajectories</li><li>Developed a novel panoramic target goal methodology for specifying goal locations without needing the goal position at runtime</li><li>Work published to IROS 2020 and presented at NERC 2019</li></ul>	<b>Jan 2018 — Sep 2019</b> New York, NY

## SELECTED PROFESSIONAL EXPERIENCE (ADDITIONAL EXPERIENCE LISTED ON MY WEBSITE)

<b>Co-Founder / Odefi Inc.</b> <i>Columbia IBM Blockchain Accelerator</i> <ul style="list-style-type: none"><li>Created a startup company Odefi to deliver liquidity to the MakerDAO network by auto terminating expired contracts as part of the Columbia IBM Blockchain Accelerator in 2019</li><li>Learned the lean launchpad startup process and pitched to several investors: <a href="https://www.youtube.com/watch?v=kGa5QHL28FE">https://www.youtube.com/watch?v=kGa5QHL28FE</a></li></ul>	<b>Mar 2019 — Present</b> New York, NY
<b>Research Fellow</b> <i>Army Research Lab</i> <ul style="list-style-type: none"><li>Participating in drone, robotic navigation, robotic grasping, and simulation research for the Army Research Lab</li><li>Developing hardware acquisition and deployment strategies for research in ARL facilities</li></ul>	<b>Sep 2018 — Present</b> Aberdeen, MD
<b>Engineering Intern</b> <i>Goldman Sachs</i> <ul style="list-style-type: none"><li>Worked in Margin Technology to prioritize calculations using a graph DBMS and provided an interface to adjust the prioritizations</li><li>Developed in Java and Angular.js to build both the database queries and the user experience</li></ul>	<b>Jun 2016 — Aug 2016</b> New York, NY

## SELECTED PUBLICATIONS (ADDITIONAL PUBLICATIONS LISTED ON MY WEBSITE)

- Watkins-Valls, D.**, Maia H., Varley J., Seshadri M., Sanabria J., Waytowich, N., & Allen, P. (2021). Mobile Manipulation Leveraging Multiple Views. Submitted to ICRA 2022
- Watkins-Valls, D.**, Xu, J., Waytowich, N., & Allen, P. (2020). Learning your way without map or compass: Panoramic target driven visual navigation. 2020 IEEE/RSJ International Conference on Intelligent Robots and Systems, IROS 2020
- Watkins-Valls, D.**, Varley, J. & Allen, P. Multi-Modal Geometric Learning for Grasping and Manipulation. 2019 IEEE International Conference on Robotics and Automation (ICRA). IEEE, 2019.

## SKILLS

<b>Languages</b>	Python, C++, ROS, Tensorflow, PyTorch, CUDA, Javascript, Bash, $\LaTeX$ , Markdown, Angular.js
<b>Software</b>	Gazebo, PyBullet, GraspIt!, MoveIt!, OpenCV, Blender, Windows, Ubuntu, JetBrains, Git, Docker
<b>Quantitative Research</b>	Robotics, Neural Networks, Grasping, Navigation, EMG
<b>Communication</b>	English, Spanish