

CURRICULUM VITAE

Dr. Kenneth O. Stanley
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U.S. Citizen

Degrees

Doctor of Philosophy in Computer Science, The University of Texas at Austin, August 2004.

Master of Science in Computer Science, The University of Texas at Austin, May 1999.

Bachelor of Science *magna cum laude* in Engineering, major in Computer Science Engineering, minor in Cognitive Science, University of Pennsylvania, May 1997.

Professional Experience

Assistant Professor,

Department of Electrical Engineering and Computer Science, The University of Central Florida,
Since January 2006.

Postdoctoral Researcher,

Department of Computer Sciences, The University of Texas at Austin,
September 2004 to December 2005;
Research on real-time neuroevolution in NERO and developing a neuroevolution engine for the TIELT gaming research framework. Supervising Professor: Risto Miikkulainen.

Research Assistant,

Department of Computer Sciences, The University of Texas at Austin, 2000 to 2004;
IC2 Institute Digital Media Collaboratory at The University of Texas at Austin, Fall 2003.
Toyota Corporation, Spring and Summer 2004
Research on Neuroevolution: *NeuroEvolution of Augmenting Topologies (NEAT)*. Supervising Professor: Risto Miikkulainen.

Teaching Assistant, Department of Computer Sciences, The University of Texas at Austin, September 1997 to May 2000. Course: *Foundations of Computer Science* (for entering CS majors). Held office hours, attended classes, corrected papers and exams, and independently lectured to 50 students, 25 at a time. Received **TA Service Commendation**.

Research Intern, Hewlett-Packard Laboratories, Hewlett-Packard Company, Palo Alto, CA, Summer 1999. Applied neuroevolution techniques to failure prediction. Patent granted.

Software Development Intern, OLAP Division, Oracle Corporation, Waltham, MA, Summer 1997.
Upgraded object component technology behind Oracle's table component software.

Information Technology Intern, Goldman, Sachs & Co., New York City, NY, Summer 1996.
Developed system for organizing real-time securities data feeds.

Publications

Articles in Books

Ryan Cornelius, Kenneth O. Stanley, and Risto Miikkulainen (2006). Constructing Adaptive AI Using Knowledge-Based NeuroEvolution. In Rabin, Woodcock, Forrester, Houlette, Orkin, and Manslow (editors), *AI Game Programming Wisdom 3*. Boston, MA: Charles River Media: 693–708.

Risto Miikkulainen, Bobby D. Bryant, Ryan Cornelius, Igor Karpov, Kenneth O. Stanley, and Chern Han Yong (2006). Computational Intelligence in Games. In Yen and Fogel (editors), *Computational Intelligence: Principles and Practice*. Piscataway, NJ: IEEE Computational Intelligence Society: 155–191.

Journal Articles

Kenneth O. Stanley (2007). Compositional Pattern Producing Networks: A Novel Abstraction of Development. *Genetic Programming and Evolvable Machines Special Issue on Developmental Systems*. 8(2): 131–162.

Kenneth O. Stanley, Bobby D. Bryant, and Risto Miikkulainen (2005). Real-time Neuroevolution in the NERO Video Game. *IEEE Transactions on Evolutionary Computation Special Issue on Evolutionary Computation and Games*, 9(6): 653–668.

Cited by: 29 (Google Scholar)

Kenneth O. Stanley and Risto Miikkulainen (2004). Competitive Coevolution through Evolutionary Complexification. *Journal of Artificial Intelligence Research*, 21: 63–100.

Cited by: 76 (Google Scholar)

Kenneth O. Stanley and Risto Miikkulainen (2003). A Taxonomy for Artificial Embryogeny. *Artificial Life*, 9(2): 93–130.

Cited by: 74 (Google Scholar)

Kenneth O. Stanley and Risto Miikkulainen (2002). Evolving Neural Networks through Augmenting Topologies. *Evolutionary Computation*, 10(2): 99–127.

Cited by: 137 (Google Scholar)

Adrian Agogino, Kenneth O. Stanley, and Risto Miikkulainen (2000). Online Interactive Neuroevolution. *Neural Processing Letters*, 11(1):29–37.

Articles in Competitive Conferences

David D’Ambrosio and Kenneth O. Stanley (2007). A Novel Generative Encoding for Exploiting Neural Network Sensor and Output Geometry. To appear in: *Genetic and Evolutionary Computation Conference* (GECCO-2007, London). New York, NY: The Association for Computing Machinery.

Nominated for Best Paper Award in Generative and Developmental Systems. (3 of 24 nominated)

Jason Gauci and Kenneth O. Stanley (2007). Generating Large-Scale Neural Networks through Discovering Geometric Regularities. To appear in: *Genetic and Evolutionary Computation Conference* (GECCO-2007, London). New York, NY: The Association for Computing Machinery.

- Kenneth O. Stanley, Bobby D. Bryant, Igor Karpov, Risto Miikkulainen (2006). Real-Time Evolution of Neural Networks in the NERO Video Game . In: *Proceedings of the Twenty-First National Conference on Artificial Intelligence* (AAAI-2006, Boston, MA). Menlo Park, CA: AAAI Press, 1671–1674.
- Chern Han Yong, Kenneth O. Stanley, Risto Miikkulainen, and Igor V. Karpov (2006). Incorporating Advice into Neuroevolution of Adaptive Agents. In: *Proceedings of the Artificial Intelligence and Interactive Digital Entertainment Conference* (AIIDE 2006, Marina Del Rey, CA). Menlo Park, CA: AAAI Press, 96–104.
- German A. Monroy, Kenneth O. Stanley, Risto Miikkulainen (2006). Coevolution of Neural Networks using a Layered Pareto Archive. In: *Proceedings of the Genetic and Evolutionary Computation Conference* (GECCO-2006, Seattle, WA). New York, NY: The Association for Computing Machinery.
- Nate Kohl, Kenneth Stanley, Risto Miikkulainen, Michael Samples, and Rini Sherony (2006). Evolving a Real-World Vehicle Warning System. In: *Proceedings of the Genetic and Evolutionary Computation Conference* (GECCO-2006, Seattle, WA). New York, NY: The Association for Computing Machinery.
- Thomas D’Silva, Roy Janik, Michael Chrien, Kenneth O. Stanley, and Risto Miikkulainen (2005). Retaining Learned Behavior During Real-time Neuroevolution. In: *Proceedings of the Artificial Intelligence and Interactive Digital Entertainment Conference* (AIIDE 2005, Marina Del Rey, CA). Menlo Park, CA: AAAI Press.
- Kenneth O. Stanley, Nate Kohl, Rini Sherony, and Risto Miikkulainen (2005). Neuroevolution of an Automobile Crash Warning System. In: *Proceedings of the Genetic and Evolutionary Computation Conference* (GECCO-2005, Washington D.C). New York, NY: The Association for Computing Machinery.
- Shimon Whiteson, Peter Stone, Kenneth O. Stanley, Risto Miikkulainen, and Nate Kohl (2005). Automatic Feature Selection in Neuroevolution. In: *Proceedings of the Genetic and Evolutionary Computation Conference* (GECCO-2005, Washington D.C). New York, NY: The Association for Computing Machinery.
- Kenneth O. Stanley and Risto Miikkulainen (2004). Evolving A Roving Eye for Go. In: *Proceedings of the Genetic and Evolutionary Computation Conference* (GECCO-2004, Seattle, WA). New York, NY: Springer-Verlag.
- Joseph Reisinger, Kenneth O. Stanley, and Risto Miikkulainen (2004). Evolving Reusable Neural Modules. In: *Proceedings of the Genetic and Evolutionary Computation Conference* (GECCO-2004, Seattle, WA). New York, NY: Springer-Verlag.
- Kenneth O. Stanley, Bobby D. Bryant, and Risto Miikkulainen (2003). Evolving Adaptive Neural Networks with and without Adaptive Synapses. In: *Proceedings of the 2003 Congress on Evolutionary Computation* (CEC 03, Canberra, Australia). Piscataway, NJ: IEEE.
- Kenneth O. Stanley and Risto Miikkulainen (2002). Efficient Reinforcement Learning through Evolving Neural Network Topologies. In: *Proceedings of the Genetic and Evolutionary Computation Conference* (GECCO-2002, New York, NY), 569–577. San Fransisco, CA: Kaufman.
Best Paper Award in Genetic Algorithms (out of over 100 papers submitted)
- Kenneth O. Stanley and Risto Miikkulainen (2002). Continual Coevolution through Complexification. In: *Proceedings of the Genetic and Evolutionary Computation Conference* (GECCO-2002, New York, NY), 113–120. San Fransisco, CA: Kaufman.

Kenneth O. Stanley and Risto Miikkulainen (2002). Efficient Evolution of Neural Network Topologies. In: *Proceedings of the 2002 Congress on Evolutionary Computation (CEC 02, Honolulu, HI)*, 1757–1762. Piscataway, NJ: IEEE.

Articles in Workshops and Symposia

Erin Hastings, Ratan Guha, and Kenneth O. Stanley (2007). NEAT Particles: Design, Representation, and Animation of Particle System Effects. To appear in: *Proceedings of the IEEE Symposium on Computational Intelligence and Games (CIG'07)*. (Honolulu, HI). Piscataway, NJ: IEEE (7 pages).

Kenneth O. Stanley (2006). Exploiting Regularity Without Development. In: *Proceedings of the AAAI Fall Symposium on Developmental Systems*. (Washington, D.C.), 49–56. Menlo Park, CA: AAAI Press.

Kenneth O. Stanley (2006). Comparing Artificial Phenotypes with Natural Biological Patterns. In: *Proceedings of the Genetic and Evolutionary Computation Conference Workshop Program (GECCO-2006, Seattle, WA)*. New York, NY: The Association for Computing Machinery.

Igor V. Karpov, Thomas D. Silva, Craig Varrichio, Kenneth O. Stanley, Risto Miikkulainen (2006). Integration and Evaluation of Exploration-Based Learning in Games. In: *IEEE Symposium on Computational Intelligence and Games (CIG'06)* (Reno, NV), 39–44.

Kenneth O. Stanley, Bobby D. Bryant, and Risto Miikkulainen (2005). Evolving Neural Network Agents in the NERO Video Game. In: *IEEE Symposium on Computational Intelligence and Games (CIG'05)* (Colchester, UK), 182–189.

Best Paper Award at CIG'05 (out of 54 papers submitted)

Joseph Reisinger, Kenneth O. Stanley, and Risto Miikkulainen (2005). Towards an Empirical Measure of Evolvability. In: *Proceedings of the Genetic and Evolutionary Computation Conference Workshop Program (GECCO-2005, Washington D.C)*. New York, NY: The Association for Computing Machinery.

Kenneth O. Stanley, Joseph Reisinger, and Risto Miikkulainen (2004). Exploiting Morphological Conventions for Genetic Reuse. In: *Proceedings of the Genetic and Evolutionary Computation Conference Workshop Program (GECCO-2004, Seattle, WA)*. New York, NY: Springer-Verlag.

Kenneth O. Stanley and Risto Miikkulainen (2003). Achieving High-Level Functionality through Complexification. In: *2003 AAAI Spring Symposium on Computational Synthesis* (Stanford, CA), 226–232. Menlo Park, CA: AAAI Press.

Kenneth O. Stanley and Risto Miikkulainen (2002). The Dominance Tournament Method of Monitoring Progress in Coevolution. In: *2002 Genetic and Evolutionary Computation Conference Workshop Program (GECCO-2002, New York, NY)*, 242–248. San Francisco, CA: Kaufman.

Demonstrations

Kenneth O. Stanley, Igor Karpov, Risto Miikkulainen, and Aliza Gold (2006). Real-time Interactive Learning in the NERO Video Game. In: *Proceedings of the Twenty-First National Conference on Artificial Intelligence Demonstration Program (AAAI-2006, Boston, MA)*. Menlo Park, CA: AAAI Press.

Kenneth O. Stanley, Igor Karpov, Risto Miikkulainen, and Aliza Gold (2006). The NERO Video Game. In: *Proceedings of the Artificial Intelligence and Interactive Digital Entertainment Conference Demonstration Program* (AIIDE 2006, Marina Del Rey, CA). Menlo Park, CA: AAAI Press.

Kenneth O. Stanley, Ryan Cornelius, Risto Miikkulainen, Thomas D'Silva, and Aliza Gold (2005). Real-time Learning in the NERO Video Game. In: *Proceedings of the Artificial Intelligence and Interactive Digital Entertainment Conference Demonstration Program* (AIIDE 2005, Marina Del Rey, CA). Menlo Park, CA: AAAI Press.

Videos

Jeff Balogh, Greg Dubbin, Michael Do, and Kenneth O. Stanley (2007). Dance Evolution.. In: *Proceedings of the Twenty-Second National Conference on Artificial Intelligence AI Video Competition* (AAAI-2007, Vancouver, BC, Canada). Menlo Park, CA: AAAI Press.

Best Student Video Award

Technical Reports

Kenneth O. Stanley (2003). Learning Concept Drift with a Committee. Technical Report AI-00-285, Department of Computer Sciences, University of Texas at Austin. 14 pages.

Patents and Invention Disclosures

Patents Granted:

- Evan Kirshenbaum, Kenneth O. Stanley, and Bin Zhang (Patent Granted January, 2006). Deriving a genome representation for evolving graph structure weights. Hewlett-Packard Corporation.

Patents Pending:

- Risto P. Miikkulainen, Kenneth O. Stanley, and Nathaniel F. Kohl (Patent Pending since March 22, 2006) *Crash Prediction Network with Graded Warning for Vehicle*. University of Texas at Austin and Toyota Corp.
- Kenneth O. Stanley and Risto Miikkulainen (Patent Pending since August 4, 2005). *Real-time NeuroEvolution of Augmenting Topologies* (rtNEAT). University of Texas at Austin.

Students Supervised

At University of Central Florida

Advising (Ph.D.):

- Li Yuan (since August 2007)
- Joel Lehman (since August 2007)
- J.T. Folsom-Kovarik (since November 2006, passed qualifier)
- Phillip Verbancsics (since September 2006, provisionally passed qualifier)
- Erin Hastings (co-advisor with Prof. Ratan Guha since August 2006, passed qualifier)

- Jason Gauci (since May 2006, passed qualifier)
- David D'Ambrosio (since January 2006, provisionally passed qualifier)

Advising (Masters):

- Adelein Rodriguez (co-advisor with Prof. Annie Wu since May 2006, graduating December 2007)

Dissertation Committee Member for: Victor Hung (Dr. Gonzalez), Linus Luotsinen (graduated 2007; Dr. Boloni), Gary Stein (Dr. Gonzalez)

At the University of Texas at Austin

Co-supervised 4 senior undergraduate students (with Prof. Miiikkulainen) and a team of undergraduate programmers:

- NERO Programming Team, 10/2003-12/2005. Over a dozen undergraduates worked on the NERO project as volunteer programmers under my supervision.
- Ryan Cornelius, since 9/2004.
Independent study project, *Initializing NEAT from a Finite State Machine*.
- Joseph Reisinger, 1/2003-5/2004.
Honors thesis project, *Modular NEAT*. Winner of a CRA Outstanding Undergraduate Awards Honorable Mention, a VIGRE grant from the Department of Mathematics, and a UROP award from the Department of Computer Sciences.
- Kennon Ballou, 5/2001-8/2001.
Independent study project, *Species-Specific Variable Mutation Rates in NEAT*.
- Timothy Andersen, 9/2001-5/2002.
Independent study project and Honors thesis project, *Neuro-Evolution through Augmenting Topologies Applied To Evolving Neural Networks To Play Othello*.

Invited Talks and Presentations

Various Topics and Panels, **2007 DARPA Information Science and Technology (ISAT) study group**, Arlington, VA, Boston, MA, and Berkeley, CA (several meetings), Winter and Spring, 2007.

“NeuroEvolution of Augmenting Topologies (NEAT) Open Source Software.” **Open-Source Software for Applied Genetic and Evolutionary Computation (SoftGEC) Workshop, Genetic and Evolutionary Computation Conference (GECCO-2007)**, London, U.K., July 7, 2007.

“Multi-agent Evolution in The NERO Video Game.” **Evolutionary Computation and Multi-Agent Systems and Simulation (ECoMASS) Workshop, Genetic and Evolutionary Computation Conference (GECCO-2007)**, London, U.K., July 7, 2007.

“Neural Networks and Evolutionary Computation in Video Games.” **Electronic Arts**, Vancouver, BC, Canada, June 18, 2007.

“Practical Issues in Evolving Neural Network Controllers for Video Game Agents.” Invited tutorial for **IEEE Computational Intelligence and Games Symposium**, Honolulu, HI, April 1, 2007.

- “Neural Networks and Evolutionary Computation in Video Games.” **Electronic Arts**, Orlando, FL, February 1, 2007.
- “NERO.” **Google Zeitgeist Science Fair, Google Headquarters**, Mountain View, CA, October 3-5, 2006. From Google’s description of Zeitgeist: “...over 400 of the world’s top business and creative minds will take an in-depth look at the signs of the times that impact arenas such as marketing, advertising, and technology.”
- “Real-time Neuroevolution of Augmenting Topologies for Interactive Simulations.” **Environmental Technics Corporation ADMS Innovation Center**, Orlando, FL, July 31, 2006
- “NERO.” **Burnett Honors College Summer Institute**, Orlando, FL, July 28, 2006
- “Complexification in Coevolution,” **AAAI Fall Symposium on Coevolutionary and Coadaptive Systems**, Arlington, Virginia, November 4, 2005.
- “Neuroevolution of an Automobile Crash Warning System,” **Toyota Higashifuji Technical Center**, Mishuku, Japan, September 27, 2005.
- “A Taxonomy of Developmental Systems,” **Scalable, Evolvable, Emergent Design and Developmental Systems (SEEDS) Workshop, Genetic and Evolutionary Computation Conference (GECCO-2005)**, Washington D.C, June 26, 2005.
- “NERO.” **Experimental Gameplay Workshop, Game Developers Conference (GDC 2005)**, San Francisco, CA, March 10, 2005
- “Complexification and Artificial Embryogeny.” **Crowley Davis Research Inc.**, Eagle, Idaho, December 7, 2004.
- “Applications of NeuroEvolution of Augmenting Topologies.” **Computer Science Department, University of Trondheim, Norway**, September 27, 2004.
- “Efficient Evolution of Neural Networks through Complexification.” **Cognitive Science Seminar Series, University of California, San Diego**, November 20, 2003.
- “Efficient Evolution of Neural Networks through Complexification.” **Computer Science Department, University of California, Los Angeles**, November 17, 2003.
- “Competitive Coevolution of Complexifying Neural Networks for Video Games.” **2nd Annual Game Development Workshop on Artificial Intelligence, Interactivity, and Immersive Environments**, Austin, TX. August 21, 2003.
- “Neuroevolution: Can Artificial Brains Be Evolved?” **Forum for Artificial Intelligence, University of Texas at Austin**. March 10, 2000.

Awards and Honors

- Best Student Video Award**, *Twenty-Second Conference on Artificial Intelligence (AAAI-07)*, for Balogh, J., Dubbin, G., Do, M., and Stanley K. (supervisor), Dance Evolution..
- Nominated for Best Paper Award in Generative and Developmental Systems**, *Genetic and Evolutionary Computation Conference (GECCO-2007, London, UK)*, for D’Ambrosio, D. and Stanley, K., A Novel Generative Encoding for Exploiting Neural Network Sensor and Output Geometry.

Winner, Independent Games Festival Student Showcase, Middleware Category, 2006 Game Developers Conference (GDC'06, San Jose, CA), for the NERO video game. Recognizes “outstanding student-created independent PC games.”

Best Paper Award in Computational Intelligence and Games, IEEE 2005 Symposium on Computational Intelligence and Games (CIG'05, Colechester, UK), for Stanley, K., Bryant, B., and Miikkulainen, R., Evolving Neural Network Agents in the NERO Video Game.

Best Paper Award in Genetic Algorithms, Genetic and Evolutionary Computation Conference (GECCO-2002, New York, NY), for Stanley, K. and Miikkulainen, R., Efficient Reinforcement Learning Through Evolving Neural Network Topologies.

Teaching Assistant Service Commendation, Department of Computer Sciences, The University of Texas at Austin, December 1999

Tau Beta Pi National Engineering Honor Society, 1996-97

Vice President, Eta Kappa Nu Electrical Engineering and Computer Science Honor Society, University of Pennsylvania Chapter, 1996-97

Golden Key National Honor Society, 1996-97

Magna Cum Laude Graduate, University of Pennsylvania, 1997

Dean's List, University of Pennsylvania, 1994-95

Software

Dance Evolution software for interactively evolving three-dimensional dancers that can dance to MIDI songs. Released November 2007. Supervised creation by three undergraduates: Greg Dubbin, Jeff Balogh, and Michael Do. Available at:
http://eplex.cs.ucf.edu/dance_evolution/

Picbreeder website for collaborative interactive evolution of images. Released August 2007. Continually updated. Supervised creation interactive online service by team of five graduate students: Jimmy Secretan, Nick Beato, Adam Campbell, David D'Ambrosio, and Adelein Rodriguez. Available at:
<http://picbreeder.org>

HyperNEAT (Hypercube-based NeuroEvolution of Augmenting Topologies) software for evolving highly complex large-scale neural networks. Released Spring 2007. Last update (v1.0) April 2007. Supervised creation of software package by Jason Gauci (Ph.D. student). Available at:
http://eplex.cs.ucf.edu/index.php?option=com_content&task=view&id=17&Itemid=32

NEAT Particles software for interactively evolving particle effects for movies, video games, and simulations. Released Spring 2007. Last update (v1.0) April 2007. Supervised creation of software package by Erin Hastings (Ph.D. student). Available at:
http://eplex.cs.ucf.edu/index.php?option=com_content&task=view&id=17&Itemid=32

rtNEAT (Real-time NeuroEvolution of Augmenting Topologies) Software for evolving neural network topologies and weights in real-time interactive games and simulations. Released Spring 2006. Available at: <http://www.cs.utexas.edu/users/nn/keyword?rtNEAT>

NERO (NeuroEvolving Robotic Operatives) video game software using real-time NEAT (rtNEAT) as its core AI technology. The player can train virtual robots to perform tasks in real time. Released June 2005. Available at: <http://www.nerogame.org>

NEAT (NeuroEvolution of Augmenting Topologies) software for evolving neural network topologies and weights. Released Summer 2001. Last update (v1.1) July 2002. Available at: [http://www.cs.utexas.edu/users/nn/soft-view.php?RECORD_KEY\(Software\)=SoftID&SoftID\(Software\)=4](http://www.cs.utexas.edu/users/nn/soft-view.php?RECORD_KEY(Software)=SoftID&SoftID(Software)=4)

Impact and Publicity

NEAT is the featured method (given 54 pages) in the final chapter of the book: *AI Techniques for Game Programming*, by Mat Buckland, Premier Press, 2002.

Seven publicly available software versions of NEAT have been produced by independent programmers:

- *Java NEAT* (released 6/02) by Ugo Vierucci, available at: [http://www.cs.utexas.edu/users/nn/soft-view.php?RECORD_KEY\(Software\)=SoftID&SoftID\(Software\)=5](http://www.cs.utexas.edu/users/nn/soft-view.php?RECORD_KEY(Software)=SoftID&SoftID(Software)=5)
- *Windows NEAT* (released 9/02) by Mat Buckland, available at: [http://www.cs.utexas.edu/users/nn/soft-view.php?RECORD_KEY\(Software\)=SoftID&SoftID\(Software\)=6](http://www.cs.utexas.edu/users/nn/soft-view.php?RECORD_KEY(Software)=SoftID&SoftID(Software)=6)
- *Matlab NEAT* (released 8/03) by Christian Mayr, available at: [http://www.cs.utexas.edu/users/nn/soft-view.php?RECORD_KEY\(Software\)=SoftID&SoftID\(Software\)=23](http://www.cs.utexas.edu/users/nn/soft-view.php?RECORD_KEY(Software)=SoftID&SoftID(Software)=23)
- *Delphi NEAT* (released 1/04) by Mattias Fagerlund, available at: <http://www.cambrianlabs.com/mattias/DelphiNEAT/>
- *SharpNEAT* (released 4/04) by Colin Green, available at: <http://sharpneat.sourceforge.net/>
- *ANJI: Another NEAT Java Implementation* (released 9/04) by Derek James and Philip Tucker, available at: <http://anji.sourceforge.net/>
- *NEAT4J* (released 9/06) by Matt Simmerson, available at: <http://neat4j.sourceforge.net/>

Derek James founded (in August 2003) and continues to run an active NEAT Users Group with over 300 users from around the world at: <http://groups.yahoo.com/group/neat>

Over 95,000 NERO software downloads since 6/2005 (see <http://www.nerogame.org>)

Interviews:

- 9/30/06: biota.org (Artificial Life Community Website) Biota.org keeps an archive of recorded podcast interviews with prominent individuals in the artificial life community.
- 5/23/05: KXAN News Austin (channel 36) about NERO on 5/23/05. Partial transcript posted on the web: <http://www.kxan.com/Global/story.asp?S=3381601&nav=0s3caC93>

NERO received worldwide media coverage after its release:

- Slashdot 6/27/05: “AI researchers produce new kind of PC game.” <http://games.slashdot.org/article.pl?sid=05/06/27/2129214&tid=206&tid=10>
- GarageGames News 6/27/05: “University of Texas uses Torque for AI game experiment.” <http://www.garagegames.com/news/8129>
- Gamasutra 7/12/05: “Round-Up: NERO Fiddles, Germans Write, Pixel Corps.” http://www.gamasutra.com/php-bin/news_index.php?next=5926&st=6927

- University of Texas Dept. of Computer Sciences Promotional Media, 6/2005: “Meet Dr. Kenneth Stanley and his virtual robots who learn.”
http://oea.cs.utexas.edu/imagine/ken_stanley/index.html
- University of Texas Featured Project 7/21/05: “Neural networks research produces NERO, a game in which characters get smarter.”
<http://www.utexas.edu/research/projects/nero.html>
- MIT Technology Review Blog by Brad King 6/28/05: “UT Game Group Unveils AI Project.”
http://king.trblogs.com/archives/2005/06/ut_game_group_u.html
- American Assoc. for Artificial Intelligence (AAAI) video games page: Untitled paragraph on NERO.
<http://www.aaai.org/AITopics/html/video.html>
- Generation5 6/25/05: “NeuroEvolving Robotic Operatives (NERO).”
<http://www.generation5.org/news.asp?Action=Full&ID=766>
- MSNBC Blog 6/30/05: “What are friends for?” Article mentions NERO.
<http://www.msnbc.msn.com/id/8382695/>
- Nano News Press Releases 6/29/05: “The New Genre of Video Games.”
<http://www.thenanotechnologygroup.org/index.cfm?Content=88&PressID=194>
- Belgium; Tweakers.net 6/28/05: “Wetenschappers ontwikkelen nieuw computerspel.”
<http://www.tweakers.be/nieuws/37837?t=1119994875>
- France; ZDNet “Innovons” Blog 6/28/05: “NERO.”
<http://blogs.zdnet.fr/index.php/2005/06/28/nero/>
- Germany; Computer Magazine “ct” (in print) 7/2005: “Intelligenter spielen für die Wissenschaft (Playing more intelligently for science),” p.59.
<http://www.heise.de/ct/>
- Germany; PC Action Magazine (in print) 9/2005: “NERO,” p.128.
<http://www.pcaction.de/>
- Germany; 4players.de 6/28/05: “Nero macht euch zum Militär-Ausbilder.”
http://www.4players.de/4players.php/disnews/PC-CDROM/Aktuelle_News/43212.html
- Germany; Golem.de IT News 6/28/05: “Spiel von KI-Forschern: Roboter ausbilden und kämpfen lassen.”
<http://www.golem.de/0506/38899.html>
- Germany; Windows mobile News 6/30/05: “NERO: Neuro Evolving Robotic Operatives.”
<http://www.pocketpc-salzburg.at/modules.php?name=AvantGo&file=print&sid=742>
- Hungary; Tech-tudomány 6/28/05: “Neveljen robothadsereget!”
<http://index.hu/tech/szoftver/nero0628/>
- Latvia; Fizmati 6/29/05: “Studenti rada jauna tipa spēli.”
http://www.fizmati.lv/zinas/datorika/studenti_rada_jauna_tipa_spele/
- Netherlands; Gamer.nl 7/3/05: “Train kunstmatige intelligentie in gratis RTS NERO.”
<http://www.gamer.nl/nieuws/26841>
- Portugal; Nogome 7/2005: “Project NERO: jogos.”
<http://www.nogome.com/nogome/archives/001130.php>
- Russia; All-Games.ru 7/4/05:
<http://www.all-games.ru/news/2005/07/04/nn6892.html>

- Russia; IGROMANIA (in print) 8/2005:
<http://www.igromania.ru/>
- UK; Games Digest 7/2005: “AI researchers show off new game type.”
http://www.games-digest.com/2005/07/ai_researchers_.html
- UK; Guardian Unlimited Blog 6/28/05: “New game genre invented by boffins?”
http://blogs.guardian.co.uk/games/archives/2005/06/28/new_game_genre_invented_by_boffins.html#more
- UK; Personal Computer World 7/1/05: “Gaming revolution as players train computers.”
<http://www.pcw.co.uk/vnunet/news/2139176/games-artificial-intelligence>

Teaching

Graduate:

- Neuroevolution and Generative and Developmental Systems (CAP 6616; Fall 2007)
- Machine Learning (CAP 5610; Spring 2007)
- Special Topics in NeuroEvolution and Developmental Encoding (CAP 6938; Spring 2006, Fall 2006)

Undergraduate:

- Machine Learning II (EEL 4817; co-taught with Prof. Ronald DeMara and Prof. Michael Georgiopoulos; Spring 2007)
- Machine Learning I (EEL 4818; co-taught with Prof. Ronald DeMara and Prof. Michael Georgiopoulos; Fall 2006) Contributed 5 lectures.

Informal Seminars:

- *Evolutionary Complexity Research Group*, meeting most weeks since January 2006.

Scholarly Service

Task Force Chair of *IEEE Task Force on Computational Intelligence in Video Games* since 2007

Track Co-Chair and Co-Founder of the new *Generative and Developmental Systems Track* at the Genetic and Evolutionary Computation Conference (GECCO-2007 and 2008).

Organizer of the *Advanced Coevolution Tutorial* (with Anthony Bucci, Edwin De Jong, Sevan Ficici, and Paul Wiegand) at the *Genetic and Evolutionary Computation Conference (GECCO, 2006 and 2007)*

Program Committee Member for *European Conference on Complex Systems (ECCS'07)*, *Genetic and Evolutionary Computation Conference (GECCO-2004)*, *Genetic and Evolutionary Computation Conference (GECCO-2005)*, *Genetic and Evolutionary Computation Conference (GECCO-2006)*, *Genetic and Evolutionary Computation Conference Complexity through Development and Self-Organizing Representations (CODESOAR) Workshop (2006)*, *AAAI Fall Symposium on Developmental Systems (2006)*, and *The Twenty-Second National Conference on Artificial Intelligence (AAAI-2007)*

Task Force Member of *IEEE Task Force on Coevolution* since 2003

Discussion Panels

Understanding Coevolution Workshop, *Genetic and Evolutionary Computation Conference* (GECCO-2002, New York, NY), July 2002.

Panel on Novel Uses of AI in Video Games, *2nd Annual Game Development Workshop on Artificial Intelligence, Interactivity, and Immersive Environments*, August, 2003. (Proposed a neuroevolution-based video game)

Coevolution Discussion Forum, *Genetic and Evolutionary Computation Conference* (GECCO-2005, Washington D.C.), June 2005.

Reviewer for *Artificial Life* (2004), *BioSystems Journal* (2001), *Genetic Programming and Evolvable Machines* (2006 Special Issue on Developmental Systems), *IEEE Systems, Man and Cybernetics - Part B* (2003,2007), *IEEE Transactions on Evolutionary Computation* (2003, 2005, 2006), *IEEE Transactions on Image Processing* (2006, 2007), *IEEE Transactions on Neural Networks* (2007), *Information Fusion Journal* (2004,2005), *International Journal of Neural Systems* (2005), *JMLR* (2004,2005,2007), *Neural Computation* (2002,2003), Book Chapter in *Springer's Series in Studies in Computational Intelligence* (2007), *Theory in Biosciences* (2007).

Fellowship Committee for UCF I2 Lab Fellowship (2006)

Professional Societies: ACM SIGEVO (formerly ISGEC; since 2001), American Association for Artificial Intelligence (since 2000)

Department Committees: Graduate and Research Committee (2006-)

Co-Chair of the *Forum for Artificial Intelligence* at the University of Texas at Austin. 1/2001-5/2002.
Planned and organized all aspects of talk series with invited speakers every two weeks.