

JASON SCOTT HIEBEL

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Experienced artificial intelligence researcher and computer science educator seeking to tackle a breadth of diverse and challenging problems in mathematics and computing.

EDUCATION

DOCTOR OF PHILOSOPHY IN COMPUTER SCIENCE <i>Michigan Technological University</i>	2019
Dissertation Contextual Bandit Modeling for Dynamic Runtime Control in Computer Systems Advisor Drs. Laura E. Brown, Zhenlin Wang	
MASTER OF SCIENCE IN COMPUTER SCIENCE <i>Michigan Technological University</i>	2012
BACHELOR OF SCIENCE IN MATHEMATICS <i>Michigan Technological University</i>	2011
BACHELOR OF SCIENCE IN COMPUTER SCIENCE <i>Michigan Technological University</i>	2010

RESEARCH EXPERIENCE

GRADUATE RESEARCH ASSISTANT <i>Department of Computer Science, Michigan Technological University</i>	DEC 2017 May 2015
RESEARCH INTERN <i>Michigan Tech Research Institute, Michigan Technological University</i>	AUG 2014 May 2014
<ul style="list-style-type: none">– Implemented image processing algorithms of interest in MATLAB, with a focus on performance optimization.– Aided the relaxation of theoretical assumptions in 3D point shape and size reconstruction from bistatic radar system data.	
RESEARCH INTERN <i>National Security Agency, United States Government</i>	AUG 2013 May 2013
<ul style="list-style-type: none">– Developed statistical techniques for error-tolerant detection, extraction, and information retrieval from images.– Crafted introductory artificial intelligence and machine learning tutorials for Support Vector Machines, Random Forests, Artificial Neural Networks, and Restricted Boltzmann Machines / Deep Belief Networks.– Correlated recent artificial intelligence publications with supporting materials for the internal dissemination of state-of-the-art external tools and techniques.	
RESEARCH INTERN <i>Lincoln Laboratory, Massachusetts Institute of Technology</i>	AUG 2012 May 2012
<ul style="list-style-type: none">– Assisted in the preparation of literature review material for managing wireless ad-hoc networks.– Developed game-theoretic models and consulted on the development of bandit-based models for blue-vs-red jamming/anti-jamming scenarios in cognitive tactical networks.	
UNDERGRADUATE RESEARCH INTERN <i>Robotics, Evolution, Adaptation, and Learning Lab, University of Oklahoma</i>	DEC 2010 May 2010
<ul style="list-style-type: none">– Explored the role of “nurturing” in evolutionary robotic systems (inclusion of embodied agents or memetic behavior from previous generations in the evolutionary system).– Prepared foundational literature review material for lab members pursuing evolutionary robotics.	

PUBLICATIONS

ARTICLES

- 2019 *Jason Hiebel*, Laura E. Brown, and Zhenlin Wang. Machine Learning for Fine-Grained Hardware Prefetcher Control. In *Proceedings of the 48th International Conference on Parallel Processing*, 2019
- 2018 *Jason Hiebel*, Laura E. Brown, and Zhenlin Wang. Constructing Dynamic Policies for Paging Mode Selection. In *Proceedings of the 47th International Conference on Parallel Processing*, 2018

ABSTRACTS, POSTERS

- 2018 *Jason Hiebel*, Laura E. Brown, and Zhenlin Wang. Utilization of Random Profiling for System Modeling and Dynamic Configuration. In *Proceedings of the 47th International Conference on Parallel Processing, Ph.D. Forum*, 2018
- 2012 Laura E. Brown, John Earnest, and *Jason Hiebel*. Vitro—A Simulation and Visualization Framework to Engage Learning: Reversi Model Assignment, Model AI Assignments 2012. In *Proceedings of EAAI-12: 3rd Symposium on Educational Advances in Artificial Intelligence*, 2012

TECHNICAL REPORTS

- 2012 *Jason Hiebel*. A Jamming/Anti-Jamming Game for Competing Cognitive Tactical Networks. Memo 63MA-12-015, MIT Lincoln Laboratory, 2012. *Acknowledged by Gwon et al. 2013 (IEEE Conference on Communications and Network Security)*

TEACHING EXPERIENCE

INSTRUCTOR

JUNE 2020

Department of Computer Science, Michigan Technological University

Jan 2020

- Summer 2020 CS3331, Concurrent Computing
Spring 2020 CS3331, Concurrent Computing
CS4461, Computer Networks
CS4811, Artificial Intelligence

GRADUATE INSTRUCTOR

DEC 2019

Department of Computer Science, Michigan Technological University

- Fall 2019 CS4811, Artificial Intelligence
Spring 2019 CS4811, Artificial Intelligence
Fall 2014 CS1090, Competitive Programming (Special Topic)
CS1131, Accelerated Introduction to Programming
Fall 2013 CS1131, Accelerated Introduction to Programming
Spring 2013 CS1121, Introduction to Programming II
Fall 2012 CS1090, Competitive Programming (Special Topic)

GRADUATE TEACHING ASSISTANT

DEC 2018

Department of Computer Science, Michigan Technological University

- Fall 2018 CS4121, Programming Languages
Spring 2018 CS4121, Programming Languages
Fall 2012 CS1121, Introduction to Programming I
Spring 2012 CS1122, Introduction to Programming II
Fall 2011 CS1121, Introduction to Programming I
Spring 2011 CS4811, Artificial Intelligence
Fall 2010 CS1121, Introduction to Programming I

COURSE WORK

GRADUATE LEVEL

- Computer Science Artificial Intelligence, Computation Theory, Algorithms, Rendering and Animation, Data Visualization, Compiler Optimization
- Mathematics Numerical Partial Differential Equations, Numerical Optimization

