

Daniel Melcer

daniel@melcer.dev | (631) 682-0560 | github.com/dmelcer9 | linkedin.com/in/dmelcer9/

Education

Northeastern University Boston, MA

Khoury College of Computer Sciences

PhD Student in Formal Methods and Reinforcement Learning | GPA: 4.0

September 2021 - Present

Advised by Christopher Amato and Stavros Tripakis, Expected Completion 2026

Bachelors of Science in Computer Science, Minor in Math | GPA: 4.0

September 2017 - May 2021

Publications

Incremental Quotient Language Recognition to Improve LLM Code Generation Quality

Daniel Melcer, Nathan Fulton, Sanjay Krishna Gouda, Haifeng Qian

Under Review

Shield Decentralization for Safe Reinforcement Learning in General Partially Observable

Multi-Agent Environments

Under Review

Daniel Melcer, Christopher Amato, Stavros Tripakis

Shield Decentralization for Safe Multi-Agent Reinforcement Learning

NeurIPS 2022

Daniel Melcer, Christopher Amato, Stavros Tripakis

Safe RL @ IJCAI 2022

Multi-Agent Tree Search with Dynamic Reward Shaping

ICAPS 2022

Alvaro Velasquez, Brett Bissey, Lior Barak, Andre Beckus, Ismail Alkhouri, Daniel Melcer, George Atia

Decentralized Shield Decomposition for Safe Multi-Agent Reinforcement Learning *RLDM 2022*

Daniel Melcer, Christopher Amato, Stavros Tripakis | Extended Abstract

ProofViz: An Interactive Visual Proof Explorer

Trends in Functional Programming 2021

Daniel Melcer, Stephen Chang

Dynamic Automaton-Guided Reward Shaping for Monte Carlo Tree Search

AAAI 2021

Alvaro Velasquez, Brett Bissey, Lior Barak, Andre Beckus, Ismail Alkhouri, Daniel Melcer, George Atia

Verification-Guided Tree Search

AAMAS 2020

Alvaro Velasquez, Daniel Melcer | Extended Abstract

Experience

Amazon Web Services Applied Research Intern, New York, NY

May 2023 - August 2023

- Researched incremental parsing and quotient language generation for context-sensitive programming languages, including those with complex lexing rules and whitespace sensitivity.
- Implemented constrained generation for a Python 3 fill-in-middle task, leading to a significant increase in generations which are accepted by a Python parser.

Griffiss Institute Research Intern for Air Force Research Laboratory, Rome, NY

June 2021 - August 2021

- Extended work on automatically learning a high-level human-interpretable automaton representation of a complex reinforcement learning environment
- Experimented with discretized autoencoders in order to obtain a low-dimensional representation of an environment state space for use in downstream classification tasks
- Created a method which transfers knowledge between two agents through an automaton representation of a task, using a modified version of the traditional Q-learning loss function

Datto Software Development Intern, Norwalk, CT

January 2020 - May 2020

- Migrated thousands of lines of Javascript to Typescript and formalized shared object types
- Wrote two new chapters for the internal style guide on Typescript type design and SQL best practices
- Designed and prototyped a mock server to simulate external dependencies during automated tests

Griffiss Institute Research Co-op for Air Force Research Laboratory, Rome, NY *January 2019 - June 2019*

- Used Pytorch to implement a formal specification based reinforcement learning mechanism to enable a 50% higher success rate in sparse-reward tasks, with the ability to transfer knowledge to similar tasks
- Researched an exploration method that combines intrinsic curiosity networks and tree search to explore new environments without manually specifying a reward function
- Experimented with the application of new sequence-modeling methods to predict results of an action

Forward Thinking Systems Software Development Intern, Jericho, NY *May 2018 - August 2018*

- Analyzed sensor data with Python and Keras to detect potential camera blockages and failures in thousands of commercial vehicle dashcams
- Developed an extensible Typescript Alexa skill for users to perform common administrative tasks

Brookhaven National Laboratory Summer Research Intern, Upton, NY *July 2016 - August 2017*

- Increased speed of search for mathematical constants by over 100x by parallelizing search with CUDA
- Wrote a Python desktop application to sort and search a database of over 1,000 ethernet ports
- Constructed a Django website to improve the efficiency of administering on-site network switches

Teaching

Logic and Computation

September 2022 - December 2022

September 2023 - December 2023

Fundamentals of Computer Science 1—Accelerated

September 2018 - December 2018

September 2019 - December 2019

Fundamentals of Computer Science 1

January 2018 - April 2018

September 2020 - December 2020