

Kyle Genova

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EDUCATION

Sept. 2016 - Present	Princeton University	Princeton, NJ
	<ul style="list-style-type: none">▪ Ph.D. Computer Science▪ Gordon Y.S. Wu Fellow in Engineering	
Aug. 2012 - May 2016	Cornell University College of Arts and Sciences	Ithaca, NY
	<ul style="list-style-type: none">▪ B.A. Computer Science▪ GPA: 4.17▪ Phi Beta Kappa (Highest 3% of Class by GPA)	
Aug. 2008 - May 2012	LaGrange Academy	LaGrange, GA
	<ul style="list-style-type: none">▪ Valedictorian▪ High School Diploma	

RESEARCH & PUBLICATIONS

Learning Where to Look: Data-Driven Viewpoint Set Selection for 3D Scenes. Kyle Genova, Manolis Savva, Angel X. Chang, Thomas Funkhouser. *CoRR* 2017 abs/1704.02393

An Experimental Evaluation of the Best of Many Christofides' Algorithm for the Traveling Salesman Problem. Kyle Genova & David P. Williamson. *ESA 2015: 570-581*

- Conference version appeared in the European Symposium on Algorithms, 2015 (25.4% AR)
- Journal version appeared in *Algorithmica*, 2017, *Invited Publication*
- Gave invited and conference talks at Google NYC's Theory Seminar and ESA 2015

EXPERIENCE

June 2017 - Sept. 2017	Google	Cambridge, MA
	Ph.D. Internship	
	<ul style="list-style-type: none">▪ Project: "3D Face Models from Facial Identity Features"	
June 2016 - Aug. 2016	Google	New York, NY
	Ph.D. Internship	
	<ul style="list-style-type: none">▪ Project: "In-Memory K-Way Balanced Graph Partitioning"	
Aug. 2014 - May 2016	Cornell University College of Engineering	Ithaca, NY
	Teaching Assistant	
	<ul style="list-style-type: none">▪ Assisted for three courses: Computer Graphics (CS4620), Introduction to the Analysis of Algorithms (CS4820), and Data Structures and Functional Programming (CS3110)▪ Responsibilities included teaching a recitation twice per week, designing problem sets, grading exams and projects, and holding office hours.	

SKILLS

- **Programming Languages (Over 5000 Lines):** C++, Python, Java, C#, OCaml, LaTeX
- **Programming Languages (Other):** C, MATLAB, JavaScript, SQL, HTML, CSS, XML
- **Software & APIs:** DirectX, OpenGL, TensorFlow, Git, Subversion, Unity 4, Unreal Development Kit, Blender, Autodesk Maya