Ross E. Kirsling

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RESEARCH Computational semantics and pragmatics INTERESTS Natural language understanding

Professional Experience

### Sony Network Entertainment, San Francisco, California, USA

Senior Software Engineer

May 2015 - present

• Currently part of an architecture team, striving to unify and simplify PlayStation Network client application development across PS4, web, and TV platforms.

## Sony Network Entertainment, Middleton, Wisconsin, USA

Software Engineer (initially Technical Analyst)

May 2009 - April 2015

- Participated in development of the PlayStation Store web storefront application for desktop/mobile.
- Co-initiated transition of the PlayStation Store web storefront project from San Francisco to Madison.
- Created (in a team of two) the Podcast Directory webapp featured on Sony Xperia mobile devices as well as within Media Go media management software.
- Handled internal Japanese translation/correspondence on the Media Go team.
- Assisted in various facets of the Media Go project, from localization testing to website maintenance.

# EDUCATION University of Wisconsin-Madison, Madison, Wisconsin, USA

### M.A., Linguistics

### September 2010 – December 2012

- Prelim Paper: Phrasal Restrictions on Noncontrastive Topic: The Case of Japanese
- Advisor: Mürvet Enç
- Cumulative GPA: 3.9 / 4.0

B.A. with Distinction, Japanese

**September 2005 - May 2009** 

- Certificate: Computer Sciences
- Study Abroad: Keio University, Tokyo, Japan ('07-'08)
- Cumulative GPA: 3.9 / 4.0

HONORS, AWARDS, CERTIFICATIONS • Phi Beta Kappa, University of Wisconsin-Madison

May 2009

• Japanese Language Proficiency Test, Level 1 (highest)

December 2008 September 2007

 Japanese Ministry of Education (MEXT) scholarship for study abroad at Keio University in Tokyo, Japan

- July 2008

 Chicago-Osaka Sister Cities Special Award (for one-week homestay in Osaka, Japan), 20th Annual Japanese Language March 2006

Speech Contest, Chicago, IL

NATURAL LANGUAGES English (native), Japanese (fluent), Mandarin Chinese (intermediate), Korean (reading), French (reading)

PROGRAMMING LANGUAGES

Traditional: Python, Scala, Haskell, Java, C/C++

Web Development: JavaScript, HTML, CSS

Typesetting: LATEX

PORTFOLIO PROJECTS Modal Logic Playground

a graphical semantic calculator for modal propositional logic

Live URL: rkirsling.github.com/modallogic

Language: JavaScript

Libraries used: D3, MathJax, Bootstrap

RELEVANT
OPEN ONLINE
EDUCATION
PARTICIPATION

**Programming Languages** 

(99%)

Dan Grossman Coursera, 2014

**Discrete Optimization** 

(audited)

Pascal van Hentenryck Coursera, 2014

**Introduction to Databases**Jennifer Widom

(99%)

Stanford OpenEdX, 2014

**Principles of Reactive Programming** 

(100%)

Martin Odersky, Erik Meijer, Roland Kuhn

Coursera, 2013

**Functional Programming Principles in Scala** 

(100%)

Martin Odersky Coursera, 2013

**Introduction to Parallel Programming** 

(highest distinction)

John Owens & David Luebke

Udacity, 2013

**Computational Neuroscience** 

(99%)

Rajesh P. N. Rao & Adrienne Fairhall

Coursera, 2013

CompilersAlex Aiken(audited)Coursera, 2013

**Probabilistic Graphical Models** 

(audited)

Daphne Koller Coursera, 2012

**Introduction to Theoretical Computer Science** 

(highest distinction)

Sebastian Wernicke Udacity, 2012

**Quantum Mechanics and Quantum Computation** 

(91%)

*Umesh Vazirani* Coursera, 2012

**Introduction to Logic** 

(100%)

Michael Genesereth Coursera, 2012

**Natural Language Processing** 

(91%)

Dan Jurafsky & Christopher Manning

Coursera, 2012

**Machine Learning** 

(audited)

Andrew Ng Coursera, 2011

**Introduction to Artificial Intelligence** 

(91%)

Sebastian Thrun & Peter Norvig

pre-Udacity, 2011