

Liviu Panait

Curriculum Vitae

Department of Computer Science
George Mason University
4400 University Drive MSN 4A5
Fairfax, VA 22030

<http://www.cs.gmu.edu/~lpanait>
lpanait@cs.gmu.edu
Phone: 703-993-3919
Fax: 703-993-1710

Education

in progress	PhD in Computer Science George Mason University. 4.0 GPA Area: Artificial Intelligence
2000-2002	MS in Computer Science George Mason University. 3.97 GPA
1995-1999	BS in Computer Science University of Bucharest. 3.94 GPA

Experience

<i>Research</i>	2000-now	Graduate Research Assistant Department of Computer Science George Mason University
	1999-2000	Visiting Scholar Department of Computer Science George Mason University
<i>Consulting</i>	2000	School of Computational Sciences George Mason University Co-developed web site
	1998	S.C. INSEI S.R.L. Software development in Borland Paradox and Visual C++
	1995-1998	S.C. PANACOM S.R.L. Software development and IT support
	1993-1995	S.C. INSEI S.R.L. Software development and IT support

Skills

<i>Expert</i>	(Visual)C/C++, Java, Delphi, Prolog Extensive knowledge of algorithms and data structures
<i>Intermediate</i>	SDK/MFC, OpenGL, Visual Basic, LEX/YACC, PC Assembly, AutoCAD
<i>Operating Systems</i>	Windows, Linux, Mac OS X

Awards, Certificates and Scholarships

Fall 2004 & Spring 2005	IT&E Fellowships School of IT&E, George Mason University
2003-2004	PhD Research Fellowship School of IT&E, George Mason University
2002	Best Paper Award in Genetic Programming Track Genetic and Evolutionary Computation Conference (GECCO)
1999	Certificate of Excellence Romanian National Association of Software Companies
1999	Forth place ACM World Finals Programming Contest
1998	First place ACM South-Eastern European Programming Contest
1998-1999	Performance scholarship University of Bucharest (awarded to approx top 0.1%)
1996-1998	High Potential scholarship University of Bucharest (awarded to approx top 10%)
1995-1996	Regular scholarship University of Bucharest (awarded to approx top 20%)
1988	Second place Regional Phase of Mathematics Olympiad
1987	First place Final Phase of Mathematics Olympiad

Professional Service

2005	Invited Reviewer Genetic Programming and Evolvable Machines (GPEM)
2005	Invited Reviewer International Conference on Robotics and Automation (ICRA-2005)
2005	Program Committee Member Genetic and Evolutionary Computation Conference (GECCO-2005)
2004	Invited Reviewer AAAI-2004 Fall Symposium on Artificial Multiagent Learning

2003	Program Committee Member Genetic and Evolutionary Computation Conference (GECCO-2003)
2003 - now	Member IEEE NNS Task Force on Coevolution
2003	Lecturer and Co-Organizer 2003 Summer Lecture Series Evolutionary Computation Laboratory George Mason University

Extra Curricular Activities

2001-now	President Computer Science Graduate Student Association George Mason University
2003-now	Member Computer Science Undergraduate Advisory Group George Mason University
1998-1999	Member Student Council at the University of Bucharest

Languages

English (fluent)
Romanian (native)
French (intermediate)
Italian (intermediate)

PUBLICATIONS

Liviu Panait, R. Paul Wiegand and Sean Luke (2004). **A Visual Demonstration of Convergence Properties of Cooperative Coevolution**. In *Proceedings of the Eight International Conference on Parallel Problem Solving from Nature (PPSN VIII)*.

Guido Cervone, Liviu Panait, Ramesh Singh and Sean Luke (2004). **An Application of Evolutionary Algorithms to Study the Extent of SLHF Anomaly Associated with Coastal Earthquakes**. In *Late Breaking Papers of the Genetic and Evolutionary Computation Conference (GECCO-2004)*

Sean Luke, Claudio Cioffi-Revilla, Liviu Panait and Keith Sullivan (2004). **MASON: A New Multi-Agent Simulation Toolkit**. In *Proceedings of the 2004 SwarmFest Workshop*.

Liviu Panait and Sean Luke (2004). **Ant Foraging Revisited**. In *Proceedings of the Ninth International Conference on the Simulation and Synthesis of Living Systems (ALIFE9)*.

Liviu Panait and Sean Luke (2004). **Learning Ant Foraging Behaviors**. In *Proceedings of the Ninth International Conference on the Simulation and Synthesis of Living Systems (ALIFE9)*.

Liviu Panait, R. Paul Wiegand and Sean Luke (2004). **A Sensitivity Analysis of a Cooperative Coevolutionary Algorithm Biased for Optimization**. In *Proceedings of the Genetic and Evolutionary Computation Conference (GECCO-04)*.

Liviu Panait and Sean Luke (2004). **Alternative Bloat Control Methods**. In *Proceedings of the Genetic and Evolutionary Computation Conference (GECCO-04)*.

Liviu Panait and Sean Luke (2004). **A Pheromone-Based Utility Model for Collaborative Foraging**. In *Proceedings of the Third International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS-2004)*.

Sean Luke, Keith Sullivan, Gabriel Catalin Balan and Liviu Panait (2004). **Tunably Decentralized Algorithms for Cooperative Target Observation**. Technical Report GMU-CS-TR-2004-1. Department of Computer Science, George Mason University.

Sean Luke, Gabriel Catalin Balan, Liviu Panait, Claudio Cioffi-Revilla and Sean Paus (2003). **MASON: A Java Multi-agent Simulation Library**. In *Proceedings of Agent 2003 Conference on Challenges in Social Simulation*

👉 Sean Luke, Gabriel Catalin Balan and Liviu Panait (2003). **Population Implosion in Genetic Programming**. In *Genetic and Evolutionary Computation – GECCO-2003*, E. Cantu-Paz et al editor(s), pages 1729–1739, Springer-Verlag

👉 Liviu Panait and Sean Luke (2003). **Methods for Evolving Robust Programs**. In *Genetic and Evolutionary Computation – GECCO-2003*, E. Cantu-Paz et al editor(s), pages 1740–1751, Springer-Verlag

Liviu Panait, R. P. Wiegand and Sean Luke (2003). **Improving Coevolutionary Search for Optimal Multiagent Behaviors**. In *Proceedings of the Eighteenth International Joint Conference on Artificial Intelligence (IJCAI-03)*, Georg Gottlob and Toby Walsh editor(s), pages 653–658

Liviu Panait and Sean Luke (2003). **Collaborative Multi-Agent Learning: A Survey**. Technical Report GMU-CS-TR-2003-01. Department of Computer Science, George Mason University

Sean Luke, Gabriel Catalin Balan, Liviu Panait, Claudio Cioffi-Revilla and Sean Paus (2003). **MASON: A Java Multi-agent Simulation Library**. In *Proceedings of the Second International Workshop on the Mathematics and Algorithms of Social Insects*. Poster Paper

Liviu Panait and Sean Luke (2003). **Ant Foraging Revisited**. In *Proceedings of the Second International Workshop on the Mathematics and Algorithms of Social Insects*. Poster Paper

Liviu Panait and Sean Luke (2003). **Evolving Foraging Behaviors**. In *Proceedings of the Second International Workshop on the Mathematics and Algorithms of Social Insects*

Sean Luke and Liviu Panait (2002). **Fighting Bloat With Nonparametric Parsimony Pressure**. In *Parallel Problem Solving from Nature - PPSN VII (LNCS 2439)*, Juan Julian Merelo Guervos et al editor(s), pages 411–421

Sean Luke and Liviu Panait (2002). **Lexicographic Parsimony Pressure**. In *GECCO 2002: Proceedings of the Genetic and Evolutionary Computation Conference*, W. B. Langdon et al editor(s), pages 829–836, Morgan Kaufmann Publishers

👉 Nominated for Best Paper Award at GECCO in Genetic Programming or Genetic Algorithms Tracks

👉👉 Sean Luke and Liviu Panait (2002). **Is the Perfect the Enemy of the Good?**. In *GECCO 2002: Proceedings of the Genetic and Evolutionary Computation Conference*, W. B. Langdon et al editor(s), pages 820–828, Morgan Kaufmann Publishers

👉 Liviu Panait and Sean Luke (2002). **A Comparison of Two Competitive Fitness Functions**. In *GECCO 2002: Proceedings of the Genetic and Evolutionary Computation Conference*, W. B. Langdon et al editor(s), pages 503–511, Morgan Kaufmann Publishers

Sean Luke and Liviu Panait (2001). **A Survey and Comparison of Tree Generation Algorithms**. In *GECCO-2001: Proceedings of the Genetic and Evolutionary Computation Conference*, Springer-Verlag

Guido Cervone, Liviu Panait and Ryszard Michalski (2001). **The Development of the AQ20 Learning System and Initial Experiments**. In *Proceedings of the International Conference on Intelligent Systems, IIS-2001*

Mihai Boicu, Gheorghe Tecuci, Bogdan Stanescu, Liviu Panait and Cristina Cascaval (2000). **Learnable Representation for Real World Planning**. In *Proceedings of the AAI-2000 Workshop on Representational Issues for Real-World Planning Systems*

Guido Cervone, Kenneth Kaufman., Ryszard Michalski, and Liviu Panait (2000). **LEM: A new Multistrategy Approach that Speeds up Evolutionary Computation**. In *Proceedings of the Fifth Workshop on Multistrategy Learning (MSL-2000)*

👉👉 Won the Best Paper Award at GECCO in the Genetic Programming Track

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