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## Anthony Cozzie

PhD in Computer Science from the University of Illinois with a dual focus in machine learning and operating systems. World Computer Chess Champion in 2005.

### Education

- 2011–2012* Postdoc, Computer Science, University of Illinois and University of California, Berkeley
- 2005–2011* Ph.D, Computer Science, University of Illinois.  
Thesis Topic: Detecting and Combining Programming Patterns  
Advisor: Sam King
- 2002–2003* M.S. Electrical and Computer Engineering, Carnegie Mellon  
GPA: 3.65
- 1999–2002* B.S. Electrical and Computer Engineering, Carnegie Mellon  
GPA: 3.65; Research Honors; Dean's List.

### Work Experience

- 2011-2012* Postdoc at the University of Illinois  
Continued my thesis research in several directions.
- 2007* Intern at Google New York  
Helped integrate the Blogsearch signals pipeline into the Web signals pipeline, becoming familiar with the standard Google tools like Bigtable, MapReduce, GFS, and Borg along the way.
- 2003–2005* Computer Engineer at Sparta, Inc.  
Wrote protocol-processing solutions for the U.S. Government in C++. Obtained TS/SCI security clearance.
- 1996–2002* LabVIEW Elf  
Wrote instrument monitoring programs in LabVIEW during high school and summer vacations from college.

## Unpublished Projects

### 2001–2009 Zappa Chess Engine

A program that plays chess, similar to Deep Blue - only much better. Its best result was winning the 2005 World Championship with a score of 10.5/11, the best result in the history of the event. I also worked with NCSA to run Zappa on their Cobalt supercomputer with its 512 Itanium2s.

## Skills

- Programming Languages: Common Lisp, Scala, Java, C/C++
- Languages: English (native), Japanese (intermediate)
- Hobbies: basketball, weightlifting, health food, opera, chess
- Erdős Number: 6 (Paul Erdős → David Avis → Ronald Rivest → Thomas Cormen → David Nicol → Frank Stratton → Anthony Cozzie)
- Bacon Number:  $\infty$

## Publications

- [1] Anthony Cozzie. Detecting and combining programming patterns, 2011.
- [2] Anthony Cozzie, Murph Finnicum, and Samuel T. King. Macho: Programming with man pages. In *Proceedings of the 2011 Workshop on Hot Topics in Operating Systems (HotOS 2011)*, 2011.
- [3] Anthony Cozzie and Samuel T. King. Macho: Writing programs with natural language and examples. Technical report, University of Illinois at Urbana-Champaign, 2012.
- [4] Anthony Cozzie, Frank Stratton, Hui Xue, and Samuel T. King. Digging for data structures. In *8th Conference on Operating Systems Design and Implementation (OSDI '08)*, pages 255–266, 2008.
- [5] Robert M. Hyatt and Anthony Cozzie. The effect of hash signature collisions in a chess program. *Journal of the International Computer Games Association (ICGA 05)*, 28(3):131–139, 2005.
- [6] Samuel T. King, Joseph Tucek, Anthony Cozzie, Chris Grier, Weihang Jiang, and Yuanyuan Zhou. Designing and implementing malicious hardware. In *First USENIX Workshop on Large-Scale Exploits and Emergent Threats (LEET '08)*, 2008.

- [7] Chetan Patel, Anthony Cozzie, Herman Schmit, and Lawrence T. Pileggi. An architectural exploration of via patterned gate arrays. In *International Symposium on Physical Design (ISPD 03)*, pages 184–189, 2003.