

CONTACT	smilani@cs.cmu.edu https://stephmilani.github.io/	
SUMMARY	My research aims to build principled AI agents that meaningfully complement and collaborate with humans on complex, sequential decision-making tasks. Toward this goal, I create interactive AI systems that are intuitive, interpretable, and aligned with people. My work involves reinforcement learning , human-AI interaction , and foundation models .	
EDUCATION	Carnegie Mellon University , Pittsburgh, PA, USA 2019 - Present Ph.D., <i>Machine Learning</i> . Advisor: Fei Fang. Committee: Fei Fang, Hong Shen, Geoffrey J. Gordon, Katja Hofmann, & Oriol Vinyals.	
	Carnegie Mellon University , Pittsburgh, PA, USA 2021 M.S., <i>Machine Learning Research</i> .	
	University of Maryland, Baltimore County , Baltimore, MD, USA 2019 B.S., <i>Computer Science</i> . B.A., <i>Psychology</i> . <i>Honors College Certificate. Cum Laude.</i>	
AWARDS	Rising Star in Data Science , UC San Diego, University of Chicago, and Stanford, 2024. Selected as one of around 30 top graduating PhD students and post-docs across North America in data science. Invited to participate in on-campus workshop. Machine Learning Teaching Assistant Award , Carnegie Mellon University, 2024. Awarded for outstanding performance as a TA in 10-405/10-605. Outstanding Paper Award , ICML MFM-EAI Workshop, 2024. 1 of 5 selected papers. Next 10 in AI Series , Max Planck Institute for Software Systems, 2024. Invited due to research direction's potential to have a lasting impact on the field in the next 10 years. Future Leader in Responsible Data Science & AI , UMichigan Institute for Data Science, 2024. 1 of around 40 selected as outstanding data science and AI researchers. Top Reviewer Award , International Conference on Machine Learning (ICML), 2019. Honors College Community Service Award , UMBC, 2019. For strong academic performance and outstanding community service. 1 of 4 awarded. Newman Civic Fellowship , Campus Compact, 2018-2019. For leadership and dedication to increasing access to CS. 1 of 268 awarded nationally. National Academy of Engineering Grand Challenge Scholar , UMBC, 2017-2019. France-Merrick Scholarship , UMBC, 2017-2018. For commitment to leadership and service in CS and AI. 1 of 7 awarded. Women in Transportation Fellowship , Carnegie Mellon University and by Traffic21, 2017.	
PUBLICATIONS	Google Scholar: https://scholar.google.com/citations?user=vx68rkMAAAAJ * denotes equal contribution. ◊ indicates interdisciplinary collaborators.	
	Preprints and Working Papers	
	[P4]	Stephanie Milani , Zhicheng Zhang, Nicholay Topin, Lirong Xia, Fei Fang. PASTEL: Incorporating Preferences into Interpretable Reinforcement Learning with Tree Policies. 2024. <i>Under Review</i> .
	[P3]	Zhourui Ye*, Stephanie Milani *, Geoffrey J. Gordon, Fei Fang. Concept-Based Interpretable Reinforcement Learning with Limited to No Human Labels. 2024. <i>Under Review</i> .

Oral Presentation, RLC Interpretable Policies in Reinforcement Learning Workshop, 2024.

Spotlight Presentation, RLC Training Agents with Foundation Models (TAFM) Workshop, 2024.

- [P2] Jini Kim, Jiayin Zhi, Xianzhe Fan, Jingwen Chen, Manqui Yu, **Stephanie Milani**, Hong Shen, Jodi Forlizzi. Content creation with generative AI: How do creators responsibly use generative AI tools?. 2024. *Under Review*.
- [P1] Raja Farrukh Ali, **Stephanie Milani**, John Woods, Emmanuel Adenij, Ayesha Farooq, Clayton Mansel, Jeffrey Burns[◊], William Hsu[◊]. Unifying Interpretability and Explainability for Alzheimer’s Disease Progression Prediction. *arXiv: 2406.07777*, 2024.

Book Chapters

- [B1] **Stephanie Milani**, Zhicheng Zhang, Nicholay Topin, Zheyuan R. Shi, Charles Kamhoua, Evangelos E. Papalexakis, Fei Fang. Interpretable Multi-Agent Reinforcement Learning with Decision-Tree Policies. *Explainable Agency in Artificial Intelligence*, CRC Press / Taylor & Francis, 2024. **Invited Contribution**.

Refereed Conference and Journal Publications

- [C11] Ruiyi Wang*, **Stephanie Milani***, Jamie C. Chiu, Shaun M. Eack[◊], Travis Labrum[◊], Samuel M. Murphy[◊], Nev Jones[◊], Kate Hardy[◊], Hong Shen, Fei Fang, Zhiyu Zoey Chen. PATIENT- Ψ : Using Large Language Models to Simulate Patients for Training Mental Health Professionals. *Conference on Empirical Methods in Natural Language Processing (EMNLP)*, 2024. **Oral Presentation**, NeurIPS Large Foundation Models for Educational Assessment (FM-EduAssess) Workshop, 2024. **Oral Presentation**, NeurIPS GenAI for Health Workshop, 2024.
- [C10] My Phan, Kianté Brantley*, **Stephanie Milani***, Soroush Mehri*, Gokul Swamy*, Geoffrey J. Gordon. When is Transfer Learning Possible? *International Conference on Machine Learning (ICML)*, 2024. 27.5% acceptance.
- [C9] Aravind Venugopal, **Stephanie Milani**, Fei Fang, Balaraman S. Ravindran. MABL: Bi-Level Latent-Variable World Model for Sample-Efficient Multi-Agent Reinforcement Learning. *International Conference on Autonomous Agents and Multi-Agent Systems (AAMAS)*, 2024. 25.9% acceptance.
- [J1] **Stephanie Milani**, Nicholay Topin, Manuela Veloso, Fei Fang. Explainable Reinforcement Learning: A Survey and Comparative Review. *ACM CSUR Special Issue on Trustworthy AI*, 2024.
- [C8] **Stephanie Milani**, Anssi Kanervisto, Karolis Ramanauskas, Sander Schulhoff, Brandon Houghton, Rohin Shah. The MineRL BASALT Evaluation and Demonstrations Dataset for Training and Benchmarking Agents that Solve Fuzzy Tasks. *Advances in Neural Information Processing Systems (NeurIPS) Benchmarks & Datasets Track*, 2023. **Oral Presentation**, 1% acceptance. **Oral Presentation**, ICML Multi-Modal Foundation Model meets Embodied AI (MFM-EAI) Workshop, 2024. 🏆 **Outstanding Paper Award**.
- [C7] **Stephanie Milani**, Arthur Juliani, Ida Momennejad, Raluca Georgescu, Jaroslaw Rzepcki, Alison Shaw[◊], Gavin Costello[◊], Fei Fang, Sam Devlin, Katja Hofmann. Navigates Like Me: Understanding How People Evaluate Human-Like AI in Video Games. *ACM Conference on Human Factors in Computing Systems (CHI)*, 2023. 27.7% acceptance.
- [C6] Micah Carroll, Orr Paradise, Jessy Lin, Raluca Georgescu, Mingfei Sun, Dave Bignell, **Stephanie Milani**, Katja Hofmann, Matthew Hausknecht, Anca Dragan, Sam Devlin. Uni[MASK]: Unified Inference in Sequential Decision Problems. *Advances in Neural Information Processing Systems (NeurIPS)*, 2022. **Oral Presentation**, 1.9% acceptance.
- [C5] **Stephanie Milani***, Zhicheng Zhang*, Nicholay Topin, Zheyuan R. Shi, Charles Kamhoua, Evangelos E. Papalexakis, Fei Fang. MAVIPER: Learning Decision Tree Policies for Interpretable Multi-

Agent Reinforcement Learning. *European Conference on Machine Learning (ECML)*, 2022. 26% acceptance.

- [C4] Nicholay Topin, **Stephanie Milani**, Fei Fang, Manuela Veloso. Iterative Bounding MDPs: Learning Interpretable Policies via Non-Interpretable Methods. *AAAI Conference on Artificial Intelligence (AAAI)*, 2021. 21.4% acceptance.
- [C3] **Stephanie Milani**, Weiran Shen, Kevin S. Chan, Sridhar Venkatesan, Nandi O. Leslie, Charles Kamhoua, Fei Fang. Harnessing the Power of Deception in Attack Graph-Based Security Games. *Conference on Decision and Game Theory for Security (GameSec)*, 2020.
- [C2] John Winder, **Stephanie Milani**, Matthew Landen, Erebus Oh, Shane Parr, Shawn Squire, Marie desJardins, Cynthia Matuszek. Planning with Abstract Learned Models While Learning Transferable Subtasks. *AAAI Conference on Artificial Intelligence*, 2020. 20.6% acceptance.
- [C1] Huao Li, **Stephanie Milani**, Vigneshram Krishnamoorthy, Michael Lewis, Katia Sycara. Perceptions of Domestic Robots' Normative Behavior Across Cultures. *AAAI/ACM Conference on Artificial Intelligence, Ethics, and Society (AIES)*, 2019.

Refereed Competition (Journal) Papers

- [M5] **Stephanie Milani**, Anssi Kanervisto*, Karolis Ramanauskas*, Sander Schulhoff, Brandon Houghton, Sharada Mohanty, Byron Galbraith, (w/ BASALT participants), Rohin Shah. Towards Solving Fuzzy Tasks with Human Feedback: A Retrospective of the MineRL BASALT 2022 Competition. *Proceedings of Machine Learning Research (PMLR)*, 2023.
- [M4] Rohin Shah, Steven H. Wang, Cody Wild, **Stephanie Milani**, Anssi Kanervisto, (w/ BASALT participants). Retrospective on the 2021 BASALT Competition on Learning from Human Feedback. *Proceedings of Machine Learning Research (PMLR)*, 2022.
- [M3] Anssi Kanervisto*, **Stephanie Milani***, Karolis Ramanauskas, Nicholay Topin, (w/ Diamond participants). MineRL Diamond 2021 Competition: Overview, Results, and Lessons Learned. *Proceedings of Machine Learning Research (PMLR)*, 2022.
- [M2] William H. Guss, **Stephanie Milani**, Nicholay Topin, Brandon Houghton, Sharada Mohanty, (w/ Diamond participants). Towards robust and domain agnostic reinforcement learning competitions: MineRL 2020. *Proceedings of Machine Learning Research (PMLR)*, 2021.
- [M1] **Stephanie Milani**, Nicholay Topin, Brandon Houghton, William H. Guss, Sharada P. Mohanty, Keisuke Nakata, Oriol Vinyals, and Noboru S. Kuno. A Retrospective Analysis of the 2019 MineRL Competition on Sample-Efficient Reinforcement Learning Using Human Priors. *Proceedings of Machine Learning Research (PMLR)*, 2020.

Refereed Workshop Papers and Extended Abstracts

- [W5] Karolis Jucys*, George Adamopoulos*, Mehrab Hamidi, **Stephanie Milani**, Mohammad Reza Samsami, Artem Zholus, Sonia Joseph, Blake Richards, Irina Rish, Özgür Şimşek. Interpretability in Action: Exploratory Analysis of VPT, a Minecraft Agent. *International Conference on Machine Learning (ICML) Workshop on Mechanistic Interpretability*, 2024.
- [A2] Evelyn Zuniga*, **Stephanie Milani***, Guy Leroy*, Jaroslaw Rzepcki, Raluca Georgescu, Ida Momennejad, Dave Bignell, Mingfei Sun, Alison Shaw[◊], Gavin Costello[◊], Mikhail Jacob, Sam Devlin, Katja Hofmann. How Humans Perceive Human-like Behavior in Video Game Navigation. *ACM Conference on Human Factors in Computing Systems (CHI) Late Breaking Work*, 2022. 36.1% acceptance.
- [W4] Yinuo Du, Zimeng Song, **Stephanie Milani**, Coty Gonzalez, Fei Fang. Learning to Play Adaptive Cyber Deception Game. *The 13th Workshop on Optimization and Learning in Multiagent Systems at the International Conference on Autonomous Agents and Multiagent Systems (AAMAS)*, 2022.
- [W3] **Stephanie Milani**, Nicholay Topin, Zheyuan R. Shi, Charles Kamhoua, Evangelos E. Papalexakis, Fei Fang. Extracting Decision Tree Policies for Interpretable Multi-Agent Reinforcement Learn-

ing. *AAAI Conference on Artificial Intelligence (AAAI) Workshop on Explainable Agency in Artificial Intelligence*, 2022. 47% acceptance. **Invited book chapter.**

- [W2] **Stephanie Milani***, Zhou Fan*, Saurabh Gulati, Thanh Nguyen, Fei Fang, Amulya Yadav. Intelligent Tutoring Strategies for Students with Autism Spectrum Disorder: A Reinforcement Learning Approach. *AAAI Conference on Artificial Intelligence (AAAI) Workshop on AI for Education*, 2020.
- [W1] Brandon Houghton, **Stephanie Milani**, Nicholay Topin, William H. Guss, Katja Hofmann, Diego Perez-Liebana, Manuela Veloso, Ruslan Salakhutdinov. Guaranteeing Reproducibility in Deep Learning Competitions. *Conference on Neural Information Processing Systems (NeurIPS) Challenges in Machine Learning (CiML) Workshop*, 2019.
- [A1] **Stephanie Milani**, Nicholay Topin, Katia Sycara. Penalty-Modified Markov Decision Processes: Efficient Incorporation of Norms into Sequential Decision Making Problems. *Multidisciplinary Conference on Reinforcement Learning and Decision Making (RLDM)*, 2019.

INVITED TALKS AND EVENTS Does not include contributed conference or workshop talks.

Invited Speaker. LICORICE: Label-Efficient Concept-Based Interpretable Reinforcement Learning. *INFORMS*, 2024.

Invited Speaker. Real-World Challenges of Human-AI Interaction: Transparency, Alignment, and Effectiveness. *Max Planck Institute for Software Systems*, 2024.

Invited Keynote. Intuitive, Interpretable, and Aligned: Incorporating Human Factors in Reinforcement Learning. *Learning Interpretable Policies Workshop, Reinforcement Learning Conference*. 2024.

Invited Speaker. Human-Interpretable Reinforcement Learning. *Miao Embodied AI Lab at the University of Connecticut*. 2023.

Invited Speaker. Human-Interpretable Multi-Agent Reinforcement Learning. *University of Maryland Multi-Agent Reinforcement Learning Seminar*. 2023. *Berkeley Multi-Agent Learning Seminar*. 2023.

Invited Speaker. Navigates Like Me: Understanding How People Evaluate Human-Like AI in Video Games. *AMD*. 2023.

Selected Hot Desk Demo. Navigates Like Me: Understanding How People Evaluate Human-Like AI in Video Games. *CHI Interactivity*. 2023.

Invited Speaker. Human-Centered Multi-Agent Systems: Learning from and for People. *Women in AI Ignite at NeurIPS*. 2022.

Invited Speaker. The MineRL 2020 Competition on Sample Efficient Reinforcement Learning using Human Priors. *Microsoft Research AI and Gaming Research Summit*. 2021.

Invited Panelist. *Microsoft Research AI and Gaming Research Summit*. 2021.

Invited Participant. Doing 'cognitive neuroscience' on models - will it help us understand generalization? *SOCML*. 2020.

Invited Participant. Deep Reinforcement Learning. *SOCML*. 2020.

Invited Participant. *CCC AI Roadmap Workshop: Integrated Intelligence*. 2018. Sole undergraduate. Resulted in *A 20-Year Community Roadmap for AI Research in the US*.

TEACHING EXPERIENCE AND PREPARATION

Eberly Future Faculty Program Participant, *CMU*, 2024-Present.

Learn course design principles and pedagogy through seminars, receive feedback on teaching through teaching feedback consultations, and complete a course & syllabus design project and a statement of teaching philosophy project.

Guest Lecture, AI Methods for Social Good (17-537/17-737), *CMU*, 2024. Explainable AI for Social Good

Head Teaching Assistant, Machine Learning with Large Datasets (10-405/10-605), *CMU*, 2024.

Instructors: Geoffrey J. Gordon and Ameet Talwalkar.

🏆 **Machine Learning Teaching Assistant Award.**

Teaching Assistant, Historical Advances in Machine Learning (10-777), CMU, 2021.

Instructor: Aaditya Ramdas.

Curriculum Developer, Creative Coders, UMBC, 2017-2018.

Developed curriculum for middle-school students to learn CS concepts.

Curriculum Developer, *Computer Science Matters in Maryland*, 2016-2017.

Developed curriculum for high school instructors to learn teaching materials.

SERVICE AND
LEADERSHIP

Conference Reviewing

AAAI Conference on Artificial Intelligence (AAAI) Demo Track, 2025. International Conference on Machine Learning (ICML), 2020-2024; Top Reviewer Award in 2019. International Conference on Learning Representations (ICLR), 2020, 2025. Neural Information Processing Systems (NeurIPS), 2023. AAAI Conference on Artificial Intelligence (AAAI) PC Member of Student Program, 2023. Conference on Decision and Game Theory for Security (GameSec), 2022. Neural Information Processing Systems (NeurIPS) Competition Track, 2021. AAAI Conference on Artificial Intelligence (AAAI), 2020.

Book Chapter Reviewing

Game Theory and Machine Learning for Cyber Security, 2020.

Workshop Reviewing

AAMAS Workshop on Reinforcement Learning in Games, 2024. AAAI Workshop on Diversity in Artificial Intelligence, 2020. ICML Workshop on AI for Social Good, 2019. ICLR Workshop on AI for Social Good, 2019.

Workshop Organizing

Logistics Chair of *ICML Women in Machine Learning (WiML) Workshop*, 2023.

Co-organizer of Social for *ICML Women in Machine Learning (WiML) Workshop*, 2023.

Co-organizer, *MineRL BASALT Competition on Fine-Tuning from Human Feedback Workshop*, 2022.

Co-organizer, *Minecraft as a Research Platform for RL*, MSR Research Summit, 2021.

Competition and Other Organizing

MineRL BASALT Competition on Learning from Human Feedback, *NeurIPS*, 2021-2022.

MineRL Diamond Competition on Sample-Efficient Reinforcement Learning, *NeurIPS*, 2019-2021.

Leader of Machine Learning Affinity Group, *Rewriting the Code*, 2018.

Meet Your Professor Speaker Series, UMBC, 2017-2018.

Workshop and Conference Volunteering

Super Volunteer, *Women in Machine Learning Workshop*, ICML, 2024.

Panel Moderator, *MineRL BASALT Competition on Fine-Tuning from Human Feedback*, 2022.

Panelists: Kianté Brantley, Sam Devlin, Fei Fang, Oriol Vinyals.

Student Volunteer, *International Conference on Machine Learning (ICML)*, 2020.

Student Volunteer, *International Conference on Learning Representations (ICLR)*, 2020.

Student Volunteer, *Reinforcement Learning and Decision Making Conference (RLDM)*, 2019.

Student Volunteer, *International Conference on Planning and Scheduling (ICAPS)*, 2017.

Student Volunteer, *Maryland Computing Education Summit*, 2016.

Departmental Service

PhD Admissions Committee, *CMU Machine Learning Department*, 2021-2024.

Master's Admissions Committee, *CMU Machine Learning Department*, 2020-2021.

Admissions Committee, *CMU Robotics Institute Summer Scholars Program*, 2020.

Mentoring

ML Peers, CMU, 2024-Present.

Graduate Application Support Program (GASP) Mentor, CMU, 2020, 2023.

Student Mentor, *CMU AI Mentorship Program*, 2019-2021.

Mentor, *Rewriting the Code Alumni Office Hours*, 2019.

Other

General-Purpose AI Code of Practice, *European AI Office*, 2024-Present.

Participate in Working Group(s) to help detail the AI Act rules for providers of general-purpose AI models and general-purpose AI models with systemic risks.

Tartan Research Data Alliance, *CMU*, 2024-Present.

Co-organizer, RISS Working Papers Journal Committee, *CMU*. 2017, 2018.

OUTREACH

Invited Panelist, Machine Learning Graduate Student Panel. *Carnegie Mellon University Robotics Institute Summer Scholars Program*. 2022.

Invited Panelist, Graduate School Application Support. *Carnegie Mellon University Robotics Institute Summer Scholars Program*. 2021.

Invited Speaker. Sustainability through Computer Science. *The Campus Laboratory School at Carlow University Career Day*. 2020.

Invited Panelist, *RISS Orientation, Carnegie Mellon University Robotics Institute Summer Scholars Program*. 2019.

Referee and Volunteer, *Steel City Showdown FIRST Robotics Competition*. 2019.

Vice President (2016-2017), President (2017-2018), Treasurer (2018-2019), *UMBC CS Education*.

Co-founder, *Creative Coders*. 2017.

Co-founded program to introduce middle-school students to CS.

Organizer, *QuHacks Hackathon at UMBC*. 2017.

Organized day-long hackathon for appx. 100 high-school and middle-school students.

Co-presenter, *North County High School Computer Science Classes*. 2017.

Presented on various CS topics to high school students.

Invited speaker, *COMP 101: Computational Thinking and Design class*, UMBC. 2017.

Spoke about my path to becoming a CS major.

Organizer and Volunteer, *Hour of Code at UMBC*. 2016, 2017.

Organized and volunteered during two-day-long Hour of Code events on CS and AI.

FUNDING AND GRANTS

Graduate Student Research Grant, *Carnegie Mellon University*, 2024.

Awarded \$750 USD grant to support mental health research.

NeurIPS Scholar Award, *Conference on Neural Information Processing Systems (NeurIPS)*, 2023.

Funded attendance to NeurIPS. Waived hotel and registration, totaling around \$2000 USD.

Graduate Student Travel Grant, *Carnegie Mellon University*, 2023.

Awarded \$750 USD travel grant to attend CHI 2023.

PhD Registration Grant, *ECML*, 2022.

17% acceptance. Waived registration, totaling around € 500.

AAAI Student Scholarship, *AAAI*, 2022.

Waived registration.

Funding Proposal for MineRL BASALT, *AIJ*, 2021.

Awarded € 15,000 to MineRL BASALT team.

NeurIPS Travel Award, *Conference on Neural Information Processing Systems (NeurIPS)*, 2019.

\$500 USD.

RLDM Travel Award, *Conference on Reinforcement Learning and Decision Making*, 2019.

ICML Travel Award, *International Conference on Machine Learning (ICML)*, 2019.

\$1000 USD to attend ICML. Also awarded \$500 USD through ICML D&I Grant (declined).

Inclusivity Compute and Conference Grants for MineRL Competition at NeurIPS, AIJ, 2020.
Awarded € 7,500 to **Stephanie Milani**, Nicholay Topin.

Inclusivity Travel Grants for MineRL Competition and Workshop at NeurIPS, AIJ, 2019.
Awarded € 3,000 to **Stephanie Milani**, Nicholay Topin.

Undergraduate Research Award, UMBC, 2018-2019.
Selective scholarship of \$1,500 USD to support original undergraduate research. 1 of 55 total awarded.

Oracle Scholar, OurCS Workshop, 2018.
1/102 chosen nationally to attend workshop for exploring research problems. \$250 USD for travel.

Grace Hopper Student Scholar, Grace Hopper Conference, 2018.
1/657 awarded nationally to attend Grace Hopper. Funded by Palo Alto Networks.

Inclusion@RSS Scholar, RSS, 2018.
Awarded to attend Robotics: Science and Systems Conference.

Meritux Auxiliary Scholarship, Meritux Hospital, 2015-2017.
Awarded sole yearly merit-based scholarship to cover books.

OTHER RESEARCH POSITIONS	Research Intern, <i>Microsoft Research Montreal</i> 2022 Advised by Geoffrey J. Gordon.
	Research Intern, <i>Microsoft Research Cambridge</i> 2021 Advised by Katja Hofmann.
	Robotics Institute Summer Scholar, <i>Carnegie Mellon University</i> 2018-2019 Advised by Katia Sycara. NSF REU.
	Robotics Institute Summer Scholar, <i>Carnegie Mellon University</i> 2017 Advised by Christoph Mertz.
	Research Intern, <i>University of Maryland School of Medicine</i> 2014-2016 Neurobiology Department. Advised by Jennifer Wenzel.
SELECTED MEDIA COVERAGE	“SCS-Created Tool Uses an LLM To Train Mental Health Professionals,” by Marylee Williams. CMU SCS News. 2024.
	“How to design artificial intelligence that acts nice – and only nice,” by Kathryn Hulick. Science News Explores. 2024.
	“Security games reveal how networks can fool cyber attackers.” U.S. Army DEVCOM Army Research Laboratory Public Affairs. 2020.
	“MineRL sample-efficient reinforcement learning challenge—back for a second year—benefits organizers, as well as larger research community,” by Noboru Sean Kuno. Microsoft Research Blog. 2020.
	“Minecraft diamond challenge leaves AI creators stumped,” by Sam Shead. BBC News. 2019.
	“AI takes on popular Minecraft game in machine-learning contest,” by Jeremy Hsu. Nature Journal and Scientific American. 2019.
	“Project Malmo competition returns with student organizers and a new mission: To democratize reinforcement learning,” by Noboru Sean Kuno. Microsoft Research Blog. 2019.
	“Traffic21's Women in Transportation Awardee Joining CMU's Machine Learning Ph.D. Program.” Mobility21. 2019.
“Stephanie Milani named Newman Civic Fellow for expanding access to CS education,” by Catalina Sofia Dansberger Duque. UMBC News. 2018.	
“The Hour of Code Arrives at UMBC,” by Declan Keefe. The Retriever. 2017.	