

# LAURA GREIGE

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111 Cummington Mall, Boston, MA 02215

## EDUCATION

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- Boston University** Boston, MA *Sep 2017 – Present*  
Ph.D., Computer Science
- Relevant coursework : machine learning, computational game theory, algorithmic data mining, advanced algorithms, probability in computing
- Université Pierre et Marie Curie (Sorbonne Université)**, Paris, France *2015 – 2017*  
Master’s Degree with Honors, Artificial Intelligence
- Université Pierre et Marie Curie (Sorbonne Université)**, Paris, France *2012 – 2015*  
Bachelor’s Degree, Applied Mathematics and Computer Science
- Brown University**, Providence, RI *July 2014*  
Summer Research Student

## RESEARCH

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- Experience Sharing in Multi-Agent Fliplt Security Game** *Current Work*  
L. Greige, P. Chin
- Collusion Detection in Team-Based Multiplayer Games** *Under Submission*  
L. Greige, F. De Mesentier Silva, M. Trotter, C. Lawrence, P. Chin, D. Varadarajan
- Deep Q-Learning for Partially Observable Fliplt Game** *Under Submission*  
L. Greige, P. Chin

## PATENTS AND PATENT APPLICATIONS

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- US Patent Application 17/302,837, **Detecting Collusion in Online Games**  
L. Greige, F. De Messentier Silva, M. Trotter, S. Narravula, N. Aghdaie

## INTERNSHIP EXPERIENCE

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- Electronic Arts**, Redwood City, CA *May – Aug 2021*  
AI Engineer Intern
- Electronic Arts**, Redwood City, CA *May – Aug 2020*  
AI Scientist Intern
- Institut des Systèmes Intelligents et de Robotique (ISIR)**, Paris, France *Feb – Jul 2017*  
Research Intern
- Laboratoire d’Informatique de Paris 6 (LIP6)**, Paris, France *Jun – Jul 2016*  
Summer Research Intern

## SKILLS

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- Technical** Python, PyTorch, Tensorflow, SQL, C/C++, Java, MATLAB, R, HTML/CSS
- Languages** French (native proficiency), English (bilingual proficiency)