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**Contact information**

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**Date of Birth** April 23<sup>rd</sup>, 1975  
**Country of birth** Israel **E-Mail address** [amihau@gmail.com](mailto:amihau@gmail.com)  
**Marital Status** Married

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**Education**

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2006 – 2009 **Ph.D.** , cum laude, in the Computer Science Department, Ben-Gurion University, Israel. Dissertation Topic: Combinatorial Games , Heuristic Search  
2003 – 2005 M.Sc. in computer science, Ben-Gurion University of the Negev, Israel.  
1997 - 2000 B.Sc in Computer Science and Psychology, Tel Aviv University, Israel.

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**Publications**

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- 2016 A. Hauptman, **Are Evolutionary-Computation Based Methods Comparable to other State-of-The-Art Methods for Community Detection?** To appear in Late-Breaking Abstracts of the Genetic and Evolutionary Computation Conference (GECCO 2016). Denver, Colorado July 17-24, 2016.
- 2012 A. Elyasaf, A. Hauptman, and M. Sipper. **Evolutionary Design of FreeCell Solvers**. IEEE Transactions on Computational Intelligence and AI in Games, 4(4):270 –281, December 2012. **Best Paper Award**.
- 2011 A. Elyasaf, A. Hauptman, and M. Sipper. **GA-FreeCell: Evolving Solvers for the Game of FreeCell**. In Proceedings of the Genetic and Evolutionary Computation Conference (GECCO 2011). Dublin, Ireland, July 12-16, 2011. ACM.
- 2011 A. Elyasaf, Y. Zaritsky, A. Hauptman, and M. Sipper. **Evolving Solvers for FreeCell and the Sliding-Tile Puzzle**. In Proceedings of the Fourth Annual Symposium on Combinatorial Search, (SoCS 2011). Castell de Cardona, Barcelona, Spain, July 2011.
- 2010 A. Hauptman, A. Elyasaf, and M. Sipper. **Evolving hyper heuristic-based solvers for Rush Hour and FreeCell**. In Proceedings of the 3rd Annual Symposium on Combinatorial Search (SoCS 2010), July 2010.
- 2009 A. Hauptman, A. Elyasaf, M. Sipper, A. Karmon. **GP-Rush: Using Genetic Programming to Evolve Solvers for the Rush Hour Puzzle**. In Proceedings of the Genetic and Evolutionary Computation Conference (GECCO 2009), July 2009. ACM.
- 2009 M. Orlov, M. Sipper, A. Hauptman. **Genetic And Evolutionary Algorithms and Programming: General Introduction and Application to Game Playing**. In Encyclopedia for Complexity and Computer Science 2009. 4133-4145.
- 2007 M. Sipper, A. Hauptman, Y. Azaria, and Y. Shichel. **Designing an evolutionary strategizing machine for game playing and beyond**. In IEEE Transactions on Systems, Man, and Cybernetics, Part C: Applications and Reviews, vol. 37, no. 4, pp. 583-593, July 2007
- 2007 A. Hauptman, M. Sipper, **Emergence of Complex Strategies in the Evolution of Chess Endgame Players**. In Advances in Complex Systems 10(supp01): 35-39 (2007)

- 2007 A. Hauptman and M. Sipper. **Evolution of an efficient search algorithm for the Mate-in-N problem in Chess**. In Proceedings of 10th European Conference on Genetic Programming (EuroGP2007), **EvoPhD: Best Paper award**
- 2005 A. Hauptman, M. Sipper, **Analyzing the Intelligence of a Genetically Programmed Chess Player**. Late Breaking Papers, Genetic and Evolutionary Computation Conference (GECCO-2005), Washington.
- 2005 A. Hauptman and M. Sipper. **GP-EndChess: Using genetic programming to evolve chess endgame players**. In Maarten Keijzer, Andrea Tettamanzi, Pierre Collet, Jano I. van Hemert, and Marco Tomassini, editors, Proceedings of the 8<sup>th</sup> European Conference on Genetic Programming, volume 3447 of Lecture Notes in Computer Science, pages 120-131, Lausanne, Switzerland, April 2005. Springer.

### Scholarships and Awards

- 2014 **2015 IEEE CIS Outstanding TCIAIG Paper award**  
"Evolutionary Design of FreeCell Solvers"
- 2013 **Gold HUMIES award** (Human-Competitive Results) for the paper "*Evolutionary Design of FreeCell Solvers*"
- 2011 **Gold HUMIES award** (Human-Competitive Results) for the paper "*GA-FreeCell: Evolving Solvers for the Game of FreeCell*"
- 2009 **Bronze HUMIES award** (Human-Competitive Results) for the paper "*GP-Rush: Using Genetic Programming to Evolve Solvers for the Rush Hour Puzzle*"
- 2007 **Silver HUMIES award** (Human-Competitive Results) for the paper "Evolution of an efficient search algorithm for the Mate-in-N problem in Chess "
- 2007 **Best Paper award** in the Evo-PhD Workshop at EurpGP 2007
- 2007 **Zabey Prize** for excellence in M.Sc research
- 2005 **Friedman Award** for excellence in research. Ben-Gurion University of the Negev.

### Referees

- Springer EuroGP: EVOstar, The Leading European event for Bio-Inspired Computation

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## Professional Experience

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2015 – present	Senior Staff Lecturer, Computer Science Department, Sapir Academic College, Sderot
2014 – 2015	Senior Machine Learning Researcher, Mobli Inc., Tel-Aviv — Design and implement machine learning systems for social media.
2012-2014	Content Analysis Researcher, CTO Team, NICE Systems , Raanana – Conducted Machine Learning research
2010-2012	Researcher and Algorithms Developer, RAFAEL Advanced Weapon Systems, – Image Processing Department
2006 - 2009	Lecturer, Ben-Gurion University.
2003 – 2005	Teaching Assistant, Ben-Gurion University

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## Military Service

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1993 – 1996 Patriot Battalion - Team Commander. Rank: First Sergeant.

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## Volunteering

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2013-Present	The Foundation for The Benefit of Holocaust Victims in Israel
2011-2012	Education for Excellence: Educating children from Israel's socio-economic and geographic periphery toward academic and personal excellence
2007-2010	Leket Israel: The National Food Bank
2006-Present	LATET Israeli Humanitarian Aid

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## Programming languages

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C/C++, Python, Matlab, Java, LISP, JavaScript, PHP

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## Languages

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<b>Hebrew</b>	Native language	<b>English</b>	Fluent
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