

# JEFF CLUNE

Professor, Computer Science, University of British Columbia  
Canada CIFAR AI Chair, Vector Institute

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## EDUCATION

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Ph.D. in Computer Science, Michigan State University. 2010. 4.0 GPA.

M.A. in Philosophy, Michigan State University. 2005. 4.0 GPA.

Honors B.A. in Philosophy, University of Michigan. 1999. 3.9 GPA.

## ACADEMIC & RESEARCH POSITIONS

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Professor, Computer Science, University of British Columbia 2024 - present

Canada CIFAR AI Chair and Faculty Member, Vector Institute, 2022 - present

Scientific Advisor, LawZero 2025 - present

Senior Research Advisor, DeepMind, 2023 - 2025

Associate Professor, Computer Science, University of British Columbia 2021 - 2024

Research Team Leader, OpenAI 2020 - 2022

Harris Associate Professor, Computer Science, University of Wyoming, 2017 - 2019

Senior Research Manager & Founding Member, Uber AI Labs, 2017 - 2019 (We created Uber AI Labs after Uber acquired our startup Geometric Intelligence)

Assistant Professor, Computer Science, University of Wyoming, 2013 - 2017

Senior Leader, Geometric Intelligence (acquired by Uber), 2015 - 2016

Visiting Scientist, Cornell University, Department of Mechanical and Aerospace Engineering, 2012 - 2013. Advisor: Hod Lipson

Postdoctoral Fellow, Cornell University, Department of Mechanical and Aerospace Engineering, 2010 - 2012. Advisor: Hod Lipson

Postdoctoral Scientist, BEACON Center for the Study of Evolution in Action, Michigan State University, Summer 2010. Advisor: Charles Ofria

## JOURNAL PUBLICATIONS

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- Lu C\*, Lu C\*, Lange RT\*, Yamada Y\*, Hu S, Foerster J, Ha D, Clune J (2026) Towards end-to-end automation of AI research. **Nature**.
- Yoshua Bengio, Geoffrey Hinton, Andrew Yao, Dawn Song, Pieter Abbeel, Yuval Noah Harari, Ya-Qin Zhang, Lan Xue, Shai Shalev-Shwartz, Gillian Hadfield, Jeff Clune, Tegan Maharaj, Frank Hutter, Atılım Güneş Baydin, Sheila McIlraith, Qiqi Gao, Ashwin Acharya, David Krueger, Anca Dragan, Philip Torr, Stuart Russell, Daniel Kahneman, Jan Brauner, Sören Mindermann (2024) Managing extreme AI risks amid rapid progress. **Science**.
- Kudithipudi et al. (2022) Biological Underpinnings for Lifelong Learning Machines. **Nature Machine Intelligence**.
- Ecoffet A\*, Huizinga J\*, Lehman J, Stanley KO, Clune J (2021) First return, then explore. **Nature**. \*co-first authors
- Huizinga J, Clune J (2021) Evolving Multimodal Robot Behavior via Many Stepping Stones with the Combinatorial Multi-Objective Evolutionary Algorithm. *Evolutionary Computation*.
- Lehman J, Clune J, Misevic D et al. (2020) The surprising creativity of digital evolution: A collection of anecdotes from the evolutionary computation and artificial life research communities. *Artificial Life*.
- Norouzzadeh M, Morris D, Beery S, Joshi N, Jojic N, Clune J (2020) A deep active learning system for species identification and counting in camera trap images. *Methods in Ecology & Evolution*.
- Tabak MA, Norouzzadeh M, Wolfson D, Newton E, Boughton R, Ivan J, Odell E, Newkirk E, Conrey R, Stenglein J, Iannarilli F, Erb J, Brook R, Davis A, Lewis J, Walsh D, Beasley J, VerCauteren K, Clune J, Miller R (2020) Improving the accessibility and transferability of machine learning algorithms for identification of animals in camera trap images: MLWIC2. *Ecology and Evolution*.
- Stanley K, Clune J, Lehman J, Miikkulainen R (2019) Designing neural networks through neuroevolution. **Nature Machine Intelligence**.
- Nguyen A, Yosinski J, Clune J. (2019) Understanding Neural Networks via Feature Visualization: A survey, in Samek W, Montavon G, Vedaldi A, Hansen LK, Müller K (Eds.), *Interpretable AI: Interpreting, Explaining and Visualizing Deep Learning*. Springer. (book chapter)
- Norouzzadeh M, Nguyen A, Kosmala M, Swanson A, Palmer MS, Parker C, Clune J (2018) Automatically identifying, counting, and describing wild animals in camera-trap images with deep learning. **Proceedings of the National Academy of Sciences (PNAS)**. (cover article)
- Tabak MA, Norouzzadeh MS, Wolfson DW, Sweeney SJ, VerCauteren KC, Snow NP, Halseth JM, Di Salvo PA, Lewis JS, White MD, Teton B, Beasley JC, Schlichting PE, Boughton RK, Wight B, Newkirk ES, Ivan JS, Odell EA, Brook RK, Lukacs PM, Moeller AK, Mandeville EG, Clune J, Miller RS (2018) Machine learning to classify animal species in camera trap images: Applications in ecology. *Methods in Ecology and Evolution*.
- Huizinga J, Stanley K, Clune J (2018) The emergence of canalization and evolvability in an open-ended, interactive evolutionary system. *Artificial Life*.

- Velez R, Clune J (2017) Diffusion-based neuromodulation can eliminate catastrophic forgetting in simple neural networks. *PLoS ONE*.
- Helms L, Clune J (2017) Improving HybrID: How to best combine indirect and direct encoding in evolutionary algorithms. *PLoS ONE*.
- Kouvaris K, Clune J, Kounios L, Brede M, Watson R (2017) How evolution learns to generalise: Using the principles of learning theory to understand the evolution of developmental organisation. *PLoS Computational Biology*.
- Stanton C, Clune J (2016) Curiosity Search: Producing Generalists by Encouraging Individuals to Continually Explore and Acquire Skills Throughout Their Lifetime. *PLoS One*.
- Mengistu H, Huizinga J, Mouret JB, Clune J (2016) The evolutionary origins of hierarchy. *PLoS Computational Biology*.
- Nguyen A, Yosinski J, Clune J (2016) Understanding Innovation Engines: Automated Creativity and Improved Stochastic Optimization via Deep Learning. *Evolutionary Computation*.
- Taylor T, Auerbach JE, Bongard J, Clune J, Hickinbotham S, Ofria C, Mizuki O, Risi S, Stanley KO, Yosinski J (2016) WebAL comes of age: A review of the first 21 years of Artificial Life on the web. *Artificial Life*.
- Cully A, Clune J, Tarapore D, Mouret JB (2015) Robots that can adapt like animals. **Nature**. (cover article)
- Ellefsen K, Mouret JB, Clune J (2015) Neural modularity helps organisms evolve to learn new skills without forgetting old skills. *PLoS Computational Biology*. (cover article)
- Clune J, Baptiste-Mouret J-B, Lipson H (2013) The evolutionary origins of modularity. *Proceedings of the Royal Society B*. **Winner: Top 5 Most Cited Papers of 2013**.
- Clune J, Pennock RT, Ofria C, Lenski RE (2012) Ontogeny tends to recapitulate phylogeny in digital organisms. *The American Naturalist*.
- Clune J, Stanley KO, Pennock RT, Ofria C (2011) On the performance of indirect encoding across the continuum of regularity. *IEEE Transactions on Evolutionary Computation*.
- Clune J, Goldsby H, Ofria C, Pennock RT (2011) Selective pressures for accurate altruism targeting: Evidence from digital evolution for difficult-to-test aspects of inclusive fitness theory. *Proceedings of the Royal Society B*.
- Clune J, Misevic D, Ofria C, Lenski RE, Elena SF, and Sanjuán R (2008) Natural selection fails to optimize mutation rates for long-term adaptation on rugged fitness landscapes. *PLoS Computational Biology*. (cover article)

#### PEER REVIEWED CONFERENCE PUBLICATIONS

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- Xiong Y, Hu S, Clune J (2026) Learning to Continually Learn via Meta-learning Agentic Memory Designs. ICLR 2026 Workshop on AI with Recursive Self-Improvement (RSI). **Accept (oral) (3% acceptance rate). Outstanding Paper Award at RSI. Best Paper Award at the ICLR 2026 Workshop on Memory for LLM-Based Agentic Systems (MemAgents)**.
- Zhang J\*, Hu S\*, Lu C, Lange R†, Clune J† (2026) Darwin Godel Machine: Open-Ended Evolution of Self-Improving Agents. International Conference on Learning Representations (ICLR) (28% acceptance rate)

- Dharna A, Lu C, Clune J (2025) Foundation Model Self-Play: Open-Ended Strategy Innovation via Foundation Models. Reinforcement Learning Conference (RLC) (39% acceptance rate).
- C Lu, S Hu, J Clune (2025) Intelligent Go-Explore: Standing on the Shoulders of Giant Foundation Models. International Conference on Learning Representations (ICLR) (32.08% acceptance rate).
- Hu S, Lu C, Clune J (2025) Automated Design of Agentic Systems. International Conference on Learning Representations (ICLR) (32.08% acceptance rate).
- M Faldor\*, J Zhang\*, A Cully†, J Clune† (2025) OMNI-EPIC: Open-endedness via Models of human Notions of Interestingness with Environments Programmed in Code. International Conference on Learning Representations (ICLR) (32.08% acceptance rate).
- Lu C, Hu S, Clune J (2025) Automated Capability Discovery via Model Self-Exploration. International Conference on Learning Representations (ICLR) workshop on Open Science for Foundation Models.
- Norman B, Clune J (2024) First-Explore, then Exploit: Meta-Learning Intelligent Exploration. Advances in Neural Information Processing Systems (NeurIPS). (26 % acceptance rate)
- Dharna A, Lu C, Clune J (2024) Quality-Diversity Self-Play: Open-Ended Strategy Innovation via Foundation Models. NeurIPS IMOL Workshop.
- SIMA Team (2024) A generalist AI agent for 3D virtual environments. Wordplay Workshop at ACL.
- Zhang J, Lehman J, Stanley KO, Clune J (2024) OMNI: Open-endedness via Models of human Notions of Interestingness. International Conference on Learning Representations (ICLR) (31% acceptance rate)
- Edwards A et al. (2024) Genie: Generative Interactive Environments. International Conference on Machine Learning (ICML). **Oral presentation (top 1.5% of submissions). Best Paper Award (top 0.1% of submissions).** (Genie 3 built on this work and is a flagship product at Google DeepMind that caused a major disruption of the video game industry and is used by Waymo to as a training simulator.)
- L Frati, N Traft, J Clune, N Cheney (2023) Reset It and Forget It: Relearning Last-Layer Weights Improves Continual and Transfer Learning. European Conference on AI (ECAI) (23% acceptance rate)
- L Ding, J Zhang, J Clune, L Spector, J Lehman (2024) Quality Diversity through Human Feedback: Towards Open-Ended Diversity-Driven Optimization. International Conference on Machine Learning (ICML). (27% acceptance rate)
- H Bradley, A Dai, H Teufel, J Zhang, K Oostermeijer, M Bellagente, J Clune, K Stanley, G Schott, J Lehman (2024) Quality-Diversity through AI Feedback. International Conference on Learning Representations (ICLR) (31% acceptance rate)
- Hu S, Clune J (2023) Thought Cloning: Learning to Think while Acting by Imitating Human Thinking. Advances in Neural Information Processing Systems (NeurIPS). (26% acceptance rate) (**Spotlight, 3.1% acceptance rate**)
- Beaulieu S, Clune J, Cheney N (2023) Continual learning under domain transfer with sparse synaptic bursting. AutoML Workshop.
- Baker B, Akkaya I, Zhokhov P, Huizinga J, Tang J, Ecoffet A, Houghton B, Sampedro R, Clune J (2022) Video PreTraining (VPT): Learning to Act by Watching Unlabeled Online Videos. Advances in Neural Information Processing Systems (NeurIPS). (25.6% acceptance rate) **Oral presentation (1.76% acceptance rate of all submissions)**

- Beaulieu S, Frati L, Miconi T, Lehman J, Stanley KO, Clune J\*, Cheney N\* (2020) Learning to Continually Learn. European Conference on Artificial Intelligence (ECAI). (26.8% acceptance rate)
- Wang R, Lehman J, Rawal A, Zhi J, Li Y, Clune J\*, Stanley KO\* (2020) Enhanced POET: Open-ended Reinforcement Learning through Unbounded Invention of Learning Challenges and their Solutions. International Conference on Machine Learning (ICML). \*co-senior authors
- Petroski Such F, Rawal A, Lehman J, Stanley KO\*, Clune J\* (2020) Generative teaching networks: accelerating neural architecture search by learning to generate synthetic training data. International Conference on Machine Learning (ICML). \*co-senior authors
- Rawal A, Lehman J, Petroski Such F, Clune J\*, Stanley KO\* (2020) Synthetic Petri Dish: A Novel Surrogate Model for Rapid Architecture Search. NeurIPS Workshop on Meta-Learning. \*co-senior authors
- Ecoffet A, Clune J, Lehman J (2020) Open Questions in Creating Safe Open-ended AI: Tensions Between Control and Creativity. Proceedings of the Artificial Life Conference (ALIFE).
- Colas C, Huizinga J, Madhavan V, Clune J (2020) Scaling MAP-Elites to Deep Neuroevolution. Proceedings of the Genetic and Evolutionary Computation Conference (GECCO).
- Wang R, Lehman J, Clune J\*, Stanley KO\* (2019) Paired Open-Ended Trailblazer (POET): Endlessly Generating Increasingly Complex and Diverse Learning Environments and Their Solutions. Proceedings of the Genetic and Evolutionary Computation Conference (GECCO) \*co-senior authors (**Best paper award**)
- Gajewski A, Clune J, Stanley KO, Lehman J (2019) Evolvability ES: scalable and direct optimization of evolvability. Proceedings of the Genetic and Evolutionary Computation Conference (GECCO).
- Petroski Such F, Madhavan V, Liu R, Wang R, Samuel Castro P, Li Y, Schubert L, Bellemare M, Clune J, Lehman J (2019) An Atari Model Zoo for Analyzing, Visualizing, and Comparing Deep Reinforcement Learning Agents. International Joint Conference on Artificial Intelligence (IJCAI) (18% acceptance rate).
- Miconi T, Rawal A, Clune J, Stanley KO (2019) Backpropamine: training self-modifying neural networks with differentiable neuromodulated plasticity. International Conference on Learning Representations (ICLR) (31% acceptance rate).
- McAllister R, Kahn G, Clune J, Levine S (2019) Robustness to out-of-distribution inputs via task-aware generative uncertainty. International Conference on Robotics and Automation (ICRA).
- Conti E, Madhavan V, Petroski Such F, Lehman J, Stanley KO, Clune J (2018) Improving exploration in evolution strategies for deep reinforcement learning via a population of novelty-seeking agents. Advances in Neural Information Processing Systems (NeurIPS). (20% acceptance rate).
- Miconi T, Clune J, Stanley KO (2018) Differentiable plasticity: Training plastic neural networks with backpropagation. International Conference on Machine Learning (ICML).
- Stanton C, Clune J (2018) Deep Curiosity Search: Intra-Life Exploration Can Improve Performance on Challenging Deep Reinforcement Learning Problems. NeurIPS Deep Reinforcement Learning Workshop.
- Petroski Such F, Madhavan V, Conti E, Lehman J, Stanley KO, Clune J (2017) Deep neuroevolution: Genetic algorithms are a competitive alternative for training deep neural networks for reinforcement learning. NeurIPS Deep Reinforcement Learning Workshop.
- Lehman J, Chen J, Clune J, Stanley KO (2017) ES is more than just a traditional finite-difference approximator.

Proceedings of the Genetic and Evolutionary Computation Conference (GECCO).

- Lehman J, Chen J, Clune J, Stanley KO (2017) Safe mutations for deep and recurrent neural networks through output gradients. Proceedings of the Genetic and Evolutionary Computation Conference (GECCO).
- Nguyen A, Clune J, Bengio Y, Dosovitskiy A, Yosinski J (2016) Plug & Play Generative Networks: Conditional Iterative Generation of Images in Latent Space. Computer Vision and Pattern Recognition (CVPR). Awarded **spotlight oral presentation** (10% spotlight acceptance rate).
- Nguyen A, Dosovitskiy A, Yosinski J, Brox T, Clune J (2016) Synthesizing the preferred inputs for neurons in neural networks via deep generator networks. Advances in Neural Information Processing Systems (NeurIPS). (23% acceptance rate).
- Nguyen A, Yosinski J, Clune J (2016) Multifaceted Feature Visualization: Uncovering the different types of features learned by each neuron in deep neural networks. ICML Workshop on Visualization for Deep Learning. **Selected for oral presentation. Winner: Best Workshop Paper** (14% award acceptance rate).
- Norouzzadeh M, Clune J (2016) Neuromodulation improves the evolution of forward models. Proceedings of the Genetic and Evolutionary Computation Conference (GECCO).
- Velez R, Clune J (2016) Identifying core functional networks and functional modules within artificial neural networks via subsets regression. Proceedings of the Genetic and Evolutionary Computation Conference (GECCO).
- Mengistu H, Lehman J, Clune J (2016) Evolvability Search: Directly selecting for evolvability in order to study and produce it. Proceedings of the Genetic and Evolutionary Computation Conference (GECCO).
- Huizinga J, Mouret JB, Clune J (2016) Does aligning phenotypic and genotypic modularity improve the evolution of neural networks? Proceedings of the Genetic and Evolutionary Computation Conference (GECCO).
- Tarapore D, Clune J, Cully A, Mouret JB (2016) How do different encodings influence the performance of the MAP-Elites algorithm? Proceedings of the Genetic and Evolutionary Computation Conference (GECCO).
- Lehman J, Risi S, Clune J (2016) Creative Generation of 3D Objects with Deep Learning and Innovation Engines. Proceedings of the International Conference on Computational Creativity.
- Li Y, Yosinski J, Clune J, Lipson H, Hopcroft J (2015) Convergent Learning: Do different neural networks learn the same representations? International Conference on Learning Representations (ICLR). Selected for oral presentation (**5.7% oral acceptance rate**). Also selected for oral presentation at the Neural Information Processing Systems (NeurIPS) Feature Extraction Workshop (**6.7% oral acceptance rate**).
- Yosinski J, Clune J, Nguyen A, Fuchs T, Lipson H (2015) Understanding neural networks through Deep Visualization. International Conference on Machine Learning (ICML) Deep Learning Workshop.
- Nguyen A, Yosinski J, Clune J (2015) Innovation Engines: Automated Creativity and Improved Stochastic Optimization via Deep Learning. Proceedings of the Genetic and Evolutionary Computation Conference (GECCO). **Winner: Best Paper Award (3% award acceptance rate)**.
- Nguyen A, Yosinski J, Clune J (2015) Deep Neural Networks are Easily Fooled: High Confidence Predictions for Unrecognizable Images. Computer Vision and Pattern Recognition (CVPR). Awarded oral presentation (**3% oral acceptance rate**). Overall acceptance rate: 25%.
- Gurbhoo N, Kubichek RF, Muknahallipatna S, Clune J (2015) A Method to Improve Signal Quality in Wireless Ad-Hoc Networks with Limited Mobility. Proceedings of the International Conference on Computing, Networking,

and Communications.

- Yosinski J, Clune J, Bengio Y, and Lipson H (2014) How transferable are features in deep neural networks? Advances in Neural Information Processing Systems (NeurIPS). Selected for oral presentation (**1% oral acceptance rate**).
- Li J, Storie J, Clune J (2014) Encouraging Creative Thinking in Robots Improves Their Ability to Solve Challenging Problems. Proceedings of the Genetic and Evolutionary Computation Conference (GECCO).
- Velez R, Clune J (2014) Novelty Search Creates Robots with General Skills for Exploration. Proceedings of the Genetic and Evolutionary Computation Conference (GECCO).
- Huizinga J, Mouret JB, Clune J (2014) Evolving Neural Networks That Are Both Modular and Regular: HyperNeat Plus the Connection Cost Technique. Proceedings of the Genetic and Evolutionary Computation Conference (GECCO).
- Cheney N, Clune J, Lipson H (2014) Evolved Electrophysiological Soft Robots. Proceedings of the Artificial Life Conference (ALIFE).
- Coleman O, Blair A, Clune J (2014) Automated Generation of Environments to Test the General Learning Capabilities of AI Agents. Proceedings of the Genetic and Evolutionary Computation Conference (GECCO).
- Clune J, Chen A, Lipson H (2013) Upload Any Object and Evolve It: Injecting Complex Geometric Patterns into CPPNs for Further Evolution. Proceedings of the IEEE Congress on Evolutionary Computation (CEC).
- Cheney N, MacCurdy R, Clune J, Lipson H (2013) Unshackling evolution: evolving soft robots with multiple materials and a powerful generative encoding. Proceedings of the Genetic and Evolutionary Computation Conference (GECCO).
- Lee S, Yosinski J, Glette K, Lipson H, Clune J. 2013. Evolving gaits for physical robots with the HyperNEAT generative encoding: the benefits of simulation. Applications of Evolutionary Computing. Springer.
- Lohmann S, Yosinski J, Gold E, Clune J, Blum J, Lipson H (2012) Aracna: An Open-Source Quadruped Platform for Evolutionary Robotics. Proceedings of the Artificial Life Conference. Best presentation award.
- Clune J, Lipson H (2011) Evolving three-dimensional objects with a generative encoding inspired by developmental biology. Proceedings of the European Conference on Artificial Life.
- Yosinski J, Clune J, Hidalgo D, Nguyen S, Cristobal Zagal J, Lipson H (2011) Evolving robot gaits in hardware: the HyperNEAT generative encoding vs. parameter optimization. Proceedings of the European Conference on Artificial Life.
- Suchorzewski M, Clune J (2011) A novel generative encoding for evolving modular, regular and scalable networks. Proceedings of the Genetic and Evolutionary Computation Conference.
- Clune J, Beckmann BE, McKinley PK, Ofria C (2010) Investigating whether HyperNEAT produces modular neural networks. Proceedings of the Genetic and Evolutionary Computation Conference.
- Clune J, Beckmann BE, Pennock RT, Ofria C (2009) HybriD: A hybridization of indirect and direct encodings for evolutionary computation. Proceedings of the European Conference on Artificial Life.
- Goldsby HJ, Knoester DB, Clune J, McKinley PK, Ofria C (2009) The evolution of division of labor. Proceedings of the European Conference on Artificial Life.
- Clune J, Pennock RT, and Ofria C (2009) The sensitivity of HyperNEAT to different geometric representations

of a problem. Proceedings of the Genetic and Evolutionary Computation Conference. **Best paper award.**

- Goldsby HJ, Goings S, Clune J, and Ofria C (2009) Problem decomposition using indirect reciprocity in evolved populations. Proceedings of the Genetic and Evolutionary Computation Conference.
- Clune J, Beckmann BE, Ofria C, and Pennock RT (2009) Evolving coordinated quadruped gaits with the HyperNEAT generative encoding. Proceedings of the IEEE Congress on Evolutionary Computing.
- Clune J, Ofria C, and Pennock RT (2008) How a generative encoding fares as problem-regularity decreases. Proceedings of the 10th International Conference on Parallel Problem Solving From Nature.
- Clune J, Ofria C, and Pennock RT (2007) Investigating the Emergence of Phenotypic Plasticity in Evolving Digital Organisms. Proceedings of the European Conference on Artificial Life.
- Clune J, Goings S, Goodman ED, and Punch W (2005) Investigations in meta-GAs: panaceas or pipe dreams? Proceedings of the Genetic and Evolutionary Computation Conference.
- Goings S, Clune J, Ofria C, and Pennock RT (2004) Kin-Selection: The rise and fall of kin cheaters. Proceedings of the Ninth Conference on Artificial Life.

#### PUBLICATIONS ON ARXIV

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- Zhang J, Zhao B, Yang W, Foerster J, Clune J, Jiang M, Devlin S, Shavrina T (2026) Hyperagents. arXiv.
- Kumar A, Clune J, Lehman J, Stanley KO (2025) Questioning Representational Optimism in Deep Learning: The Fractured Entangled Representation Hypothesis. arXiv.
- Yamada Y\*, Lange RT\*, Lu C\*, Hu S, Lu C, Foerster J, Clune J†, Ha D† (2025) The AI Scientist-v2: Workshop-Level Automated Scientific Discovery via Agentic Tree Search. arXiv.
- SIMA Team et al., Google DeepMind (2025) SIMA 2: A Generalist Embodied Agent for Virtual Worlds. arXiv.
- Bengio Y et al. (2025) The Singapore Consensus on Global AI Safety Research Priorities. arXiv.
- Frati L, Traft N, Clune J, Cheney N (2025) How Weight Resampling and Optimizers Shape the Dynamics of Continual Learning and Forgetting in Neural Networks. arXiv.
- C Lu, C Lu, RT Lange, J Foerster†, J Clune†, D Ha† (2024) The AI Scientist: Towards Fully Automated Open-Ended Scientific Discovery. arXiv. (Top AI & LLM Paper of 2024. Category: Agentic AI: Search Agents, Autonomous Decision-Making, and Tool Integration. For the AI Scientist. Zanista AI)
- SIMA Team et al. (2024) Scaling instructable agents across many simulated worlds. arXiv.
- Kanitscheider I, Huizinga J, Farhi D, Guss WH, Houghton B, Sampedro R, Zhokhov P, Baker B, Ecoffet A, Tang Jie, Klimov O, Clune J (2021) Multi-task curriculum learning in a complex, visual, hard-exploration domain: Minecraft. arXiv.
- Zhi J, Wang R, Clune J, Stanley KO (2020) Fiber: A Platform for Efficient Development and Distributed Training for Reinforcement Learning and Population-Based Methods. arXiv.
- Ecoffet A, Huizinga J, Lehman J, Stanley KO\*, Clune J\* (2019) Go-Explore: a New Approach for Hard-Exploration Problems. arXiv. \*\*co-senior authors

- Clune J (2019) AI-GAs: AI-generating algorithms, an alternate paradigm for producing general artificial intelligence. arXiv.
- Zhang X, Clune J, Stanley KO (2017) On the relationship between the OpenAI evolution strategy and stochastic gradient descent. arXiv.
- Kounios L, Clune J, Kouvaris K, Wagner GP, Pavlicev M, Weinreich D, Watson R (2016) Resolving the paradox of evolvability with learning theory: How evolution learns to improve evolvability on rugged fitness landscapes. arXiv.
- Mouret JB, Clune J (2015) Illuminating search spaces by mapping elites. arXiv. **(Introduced MAP-Elites, the most popular quality diversity algorithm.)**
- Cheney N, Clune J, Yosinski J, Lipson H (2013) Hands-free Evolution of 3D-printable Objects via Eye Tracking. arXiv.

GRANTS & FELLOWSHIPS (numbers before 2020 are USD, after are CAD)

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**Career total: \$8,415,786 CAD** (includes monetary equivalents for donated hardware and compute)

- 2026: **Canada CIFAR AI Chair & Vector Faculty Membership Renewal: substantial, but confidential amount**
- 2025: Research grant from Apple (**\$55,000 CAD**)
- 2024: **Killam Accelerator Research Fellowship** (one year teaching release + research funding: **\$110,000 CAD** in total)
- 2024: Center for AI Safety: Compute resources for AI safety research. **\$423,101\* CAD**
- 2023: Schmidt Futures: **\$672,000 CAD**
- 2023: OpenPhilanthropy Grant: **\$134,000 CAD**
- 2022: NSERC Discovery Grant: **\$205,000 CAD**
- 2022: **Canada CIFAR AI Chair & Vector Faculty Membership: substantial, but confidential amount**
- 2023: Research gift from private donor: \$13,000 CAD
- 2021: Research gift from private donor: \$16,000 CAD
- 2018: Overcoming Catastrophic Forgetting and Rapidly Adapting via Selective Plasticity Driven by Diffusion-Based Neuromodulation. PI. DARPA Lifelong Learning Machines Program. With Nick Cheney. **\$1,669,969**
- 2018: NSF Collaborative Research: Framework: Software: HDR: Building the Twenty-First Century Citizen Science Framework to Enable Scientific Discovery Across Disciplines. Co-PI with Sarah Benson-Amram at UW. **\$85,284 to UW.**
- 2017: Collaboration on Intelligent Machines. Grant from the Norwegian government to Jim Torresen to collaborate with scientists in other countries including myself. Co-PI. **\$400,000** total, but none directly to UW.
- 2016: Oak Ridge Directors Discretion Award **\$26,848** value.

- 2016: Ellbogen Next Generation Program \$1,500
- 2015: **NSF CAREER Award. \$507,465**
- 2015: NASA WSG Faculty Research Initiation Grant. \$20,000
- 2015: UW CEAS Active Learning Initiative. **\$30,180**
- 2015: XSEDE Supercomputing Research Allocation. Value: **\$26,848**
- 2015: Berry Center Art in Conservation Grant. \$5,000
- 2015: NVIDIA donation of two Titan GPU cards \$2,000
- 2015: Co-PI on grant establishing UW as an NVIDIA GPU Research and Education Center. Includes hardware donation valued at \$4,150
- 2015: UWEFE funds to buy robots. \$1,317
- 2015: Three private donations to Laramie Robotics Club. \$1,600
- 2015: External collaborator donation. \$1,600
- 2014: Ellbogen K-12 engineering initiative. \$3,000
- 2014: UW summer graduate research enhancement award. \$5,000
- 2014: Nvidia hardware donation for research. \$11,500 (value of donated Nvidia Tesla K40 graphics card and the matching hardware donated by the advanced research computing center)
- 2014: XSEDE computing allocation. \$4,000
- 2014: Private donation from UW Alumni to my lab + Google match. \$16,000
- 2014: iRobot donated 3 Roomba robots to Laramie Robotics Club. \$2,000
- 2014: Modular Robotics donated a robot kit. \$149.
- 2014: Associated Students of U. Wyoming funded the Laramie Robotics Club. \$965.
- 2013-2015: Co-author of successful Graduate Mentoring Initiative proposal at U. Wyoming. The award consisted of one funded Ph.D. graduate assistantship for two years, or \$21,060.
- 2014-2016: Co-author of successful Graduate Mentoring Initiative proposal at U. Wyoming. The award consisted of one funded Ph.D. graduate assistantship for two years, or \$21,060.
- 2013: UW Engineering Fund for Enrichment. \$2,541
- 2013: Private donation from UW alumni to my lab. \$10,000
- 2012: Co-author of funded DARPA grant titled "Matter Compiler: Visual Interaction for Rapid Exploratory Design for Manufacturing." **\$824,000**
- 2010-2011: **NSF Postdoctoral Research Fellowship in Biology. \$123,000.**
- 2010: Co-author of a successful funding request to the BEACON Center for the Study of Evolution in Action titled "Open-Ended Evolution of Ecologies of Digital Organisms in 3-Dimensions." The grant covered the cost

of one graduate student salary for one year.

- 2010: Research Travel Fellowship, Michigan State University
- 2010: Genetic and Evolutionary Computation Conference Travel Award
- 2009: European Conference on Artificial Life Student Fellowship
- 2009: Council of Graduate Students Conference Grant
- 2006: NSF Graduate Research Fellowship, Honorable Mention
- 2005: Quantitative Biology and Modeling Initiative Research Fellowship, Michigan State University
- 2003-2005: Dean's Recruitment Fellowship, Michigan State University
- Won by Students and Postdocs I Advised
  - 2025: Vector Postdoctoral Fellowship. Ryan Sullivan. **\$121,600**
  - 2023: Four Year Fellowship (4YF) from UBC CS. Shengran Hu. **\$72,800**
  - 2018: U. Wyoming's Outstanding Dissertation of 2018 award. Anh Nguyen. \$3,000
  - 2016: Wyoming Space Grant. Richard Yang. \$5,000
  - 2015: EPSCoR Grant. Richard Yang. \$1,800
  - 2015: Wyoming Research Scholars Program. Richard Yang. \$7,300
  - 2015-2020: CEAS Excellence Fellowship. Christopher Stanton. **\$225,000**
  - 2015-2020: CEAS Excellence Fellowship. Anh Nguyen. **\$225,000**
  - 2014: ACM Women in Computing. Jingyu Li. \$600
  - 2014: Wyoming Space Grant. Adela Velez. \$20,000
  - 2014: Wyoming Space Grant. Tyler Hughes. \$5,000
  - 2014: EPSCoR Grant. Tyler Hughes. (declined) \$3,500
  - 2014: McNair Scholars Program. Tyler Hughes. \$3,600
  - 2014: ACM Women in Computing Scholarship. Jingyu Li. \$600
  - 2013: Minority and Women's Assistantship. **\$31,590** (1.5 years of Ph.D. support)

## SELECTED AWARDS & DISTINCTIONS

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- 2026: **Best Paper Award, ICLR 2026 Workshop on Memory for LLM-Based Agentic Systems (MemAgents)**. For "Learning to Continually Learn via Meta-learning Agentic Memory Designs" (2026).
- 2026: **Outstanding Paper Award, ICLR 2026 Workshop on AI with Recursive Self-Improvement (RSI)**. For "Learning to Continually Learn via Meta-learning Agentic Memory Designs" (2026).

- 2026: **Canada CIFAR AI Chair Renewal, Vector Institute.**
- 2025: **Top AI & LLM Paper of 2024.** Category: Agentic AI: Search Agents, Autonomous Decision-Making, and Tool Integration. For the AI Scientist. Zanista AI.
- 2024: **Top 2024 Scholar by ScholarGPS.** Top 0.5% of all scholars worldwide according to the most recent 2024 ScholarGPS rankings.
- 2024: **Killam Accelerator Research Fellowship** (one year teaching release + research funding: 110,000 in total).
- 2024: **ICML Best Paper Award** (top 0.1% of submissions). For Genie: Generative Interactive Environments. Genie 3 built on this work and is a flagship product at Google DeepMind that caused a major disruption of the video game industry and is used by Waymo to as a training simulator.
- 2024: **Best Paper, Open-World Agents Workshop, NeurIPS 2024, for ADAS** (3% acceptance rate).
- 2024: **Spotlight Paper (Oral Presentation), NeurIPS Language Gamification Workshop 2024, for ADAS** (4.8% acceptance rate).
- 2024: **Invited by Canada's Deputy Minister of Innovation, Science, and Economic Development and Yoshua Bengio to serve on the Responsible and Safe AI Advisory Group,** which will “provide advice to the Government on AI risks, mitigations, and regulatory efforts.”
- 2024: **Oral presentation at the NeurIPS Intrinsically Motivated Open-ended Learning workshop.** For OMNI.
- 2022-2024: Dean of Science teaching commendation letter for 340: Machine Learning and Data Mining. For having some of the **highest teaching evaluation scores in the Faculty of Science. (received 6 times to date)**
- 2023: Computer Science Department Faculty Teaching Award.
- 2023: **SIGEVO Impact Award, in 2023, recognizing one paper that was published in the GECCO conference 10 years earlier that was both highly cited and deemed to be seminal.** For Unshackling evolution: Evolving soft robots with multiple materials and a powerful generative encoding. GECCO 2013.
- 2023: **Publication of the Decade 2012-2022,** Norwegian Artificial Intelligence Research Consortium, for the paper: Ellefsen, Mouret, and Clune. “Neural modularity helps organisms evolve to learn new skills without forgetting old skills.” PLoS Computational Biology (2015).
- 2023: **Invited to a private conversation with US Senate Majority Leader Chuck Schumer** on how to best regulate AI.
- 2023: **Named “One of the people to watch in Canadian AI”,** by The Logic.
- 2023: Selected as the **New York Times Quote of the Day.**
- 2022: **Oral presentation, NeurIPS.** 1.76% acceptance rate of all submissions. For Learning to Act by Watching Unlabeled Online Videos.
- 2022: **Canada CIFAR AI Chair, Vector Institute.**
- 2022: **Appointed a Kavli Fellow by the US National Academy of Sciences.** For those that are “distinguished young scientists” and “future leaders in science.”
- 2021: **Outstanding Paper of 2020.** International Society for Artificial Life. For “The surprising creativity of

digital evolution.”

- 2019: **Presidential Early Career Award for Scientists and Engineers (PECASE)**. “The PECASE is the highest honor bestowed by the United States Government to outstanding scientists and engineers who are beginning their independent research careers and who show exceptional promise for leadership in science and technology.” –White House press release.
- 2019: **Outstanding Publication of the Decade 2004-2014**, International Society for Artificial Life, for “The Evolutionary Origins of Modularity” (Clune, Mouret, & Lipson. Proceedings of the Royal Society B 2013).
- 2019: **Best Paper Award, GECCO 2019**. For “POET: Endlessly Generating Increasingly Complex and Diverse Learning Environments and their Solutions through the Paired Open-Ended Trailblazer.”
- 2018: **Invited by the White House to the White House AI Summit**. Served as Uber’s representative.
- 2017: **Early Tenure**.
- 2016: **Distinguished Young Investigator Award**, International Society for Artificial Life. All students, postdocs, and pre-tenure faculty in the field worldwide were eligible.
- 2016: **Outstanding Paper of 2015**, International Society for Artificial Life. For our paper “Robots that can adapt like animals,” which was featured on the cover of Nature.
- 2016: **Winner: Best Workshop Paper** (14% award acceptance rate) for the paper: Nguyen A, Yosinski J, Clune J (2016) Multifaceted Feature Visualization: Uncovering the different types of features learned by each neuron in deep neural networks. ICML Workshop on Visualization for Deep Learning. Also selected for oral presentation.
- 2016: Top 50 most downloaded papers of 2016, PLoS Computational Biology.
- 2016: La Recherche prize from La Recherche magazine. For the top paper of 2015 in the field of “information science” (for “Robots that can adapt like animals,” Nature 2015). One award is given per year in each of 12 scientific fields.
- 2016: Best Student Video, AAAI Video Awards. For “Deep Neural Networks are Easily Fooled” (won by my Ph.D. student Anh Nguyen).
- 2015: **CVPR Community Top Paper**. \$3,000 cash prize.
- 2015: **63rd most impactful scientific paper worldwide from any discipline in 2015**. According to Altmetrics, for “Deep Neural Networks are Easily Fooled.”
- 2015: Popular Science “Best of What’s New” Award Winner. “The award is Popular Science’s top prize, and the 100 winners, chosen from among thousands of nominees, are each a revolution in their respective fields.” Cliff Ransom, Editor-in-Chief, Popular Science.
- 2015: “Top Prof” award from the University of Wyoming Mortar Board (senior honors society).
- 2015: **Best Paper Award**, Genetic and Evolutionary Computation Conference, for the paper “Innovation Engines: Automated Creativity and Improved Stochastic Optimization via Deep Learning.”
- 2015: Winner: Best Long Video & Most Educational Video. Deep Neural Networks are Easily Fooled. IJCAI 2015 Video competition.
- 2015: Winner: Most Entertaining Video. Unshackling evolution: evolving soft robots with multiple materials. IJCAI 2015 Video competition.

- 2014: Winner, Best Video, AAAI Video Competition, “Evolving Modular, Regular ANNs.”
- 2014: Winner, GECCO Virtual Creatures Competition.
- 2014: Author of Top 5 Most Cited Publications in 2013 for the journal Proceedings of the Royal Society B.
- 2013: Winner, Most Entertaining Video, AAAI Video Competition.
- 2012: Winner, Visualizing Evolution Contest, Genetic & Evolutionary Computation Conference.
- 2012: Student Paper of the Year award from The American Naturalist, runner-up. For Ontogeny Tends to Recapitulate Phylogeny in Digital Organisms.
- 2012: AAAI Video Award Finalist.
- 2011: EndlessForms.com voted one of the top 35 websites in the 3D printing industry.
- 2011: Finalist in the Evolutionary Art Competition, Genetic and Evolutionary Computation Conference.
- 2009: **Best Paper Award**, Genetic and Evolutionary Computation Conference, for “The sensitivity of HyperNEAT to different geometric representations of a problem.”
- 1999: Angell Scholar, University of Michigan.
- 1995: Branstrom Award, University of Michigan.

## CHAIRING, TUTORIALS, & SERVICE WITHIN MY FIELD

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- Reviewer:
  - *Funding agencies*: National Science Foundation, European Research Council (ERC), Templeton Foundation, NSERC.
  - *Journals*: Nature, Science, PNAS, Nature Machine Intelligence, Nature Communications, Science Advances, PLoS Biology, PLoS One, IEEE Transactions on Neural Networks, Journal of Machine Learning Research, IEEE Transactions on Evolutionary Computation, Evolutionary Computation, Neural Computation, Adaptive Behavior, Artificial Life Journal, Astrobiology, Soft Computing, Leonardo.
  - *Conferences*: NeurIPS 2024 Workshop Proposals, NeurIPS 2023 Workshop Proposals, ICLR, SIGGRAPH Conference, Genetic and Evolutionary Computation Conference, International Conference on Intelligent Robots and Systems, Artificial Life Conference, EvoStar Conference, AAAI AI Video Competition, Virtual Creatures Competition, ICML Workshop on Visualization for Deep Learning.
- 2025-Present: Invited by Canada’s Deputy Minister of Innovation, Science, and Economic Development and Yoshua Bengio to serve on the Responsible and Safe AI Advisory Group, which will “provide advice to the Government on AI risks, mitigations, and regulatory efforts.”
- 2024-2025: Chair, AI Trust and Safety Committee, Vector Institute.
- 2023-2025: Contributor, World Economic Forum Working Group on Safe Systems and Technologies. Included co-authoring the WEF report titled “Presidio AI Framework with shift-left methodology for generative AI models.”

- 2023: Co-organizer, Workshop on Learning from Diverse, Offline Data (L-DOD), ICRA 2023.
- 2023: Invited to and did provide feedback on Council of Europe (CoE) treaty on artificial intelligence (AI).
- 2023: Invited to and did provide feedback to Canadian government (Innovation, Science and Economic Development Canada (ISED)) on AI safety regulation.
- 2020: Co-organizer, NeurIPS Meta-Learning Workshop.
- 2020: Co-organizer, ICLR Workshop, Beyond “tabula rasa” in reinforcement learning: agents that remember, adapt, and generalize.
- 2019: Invited Tutorial Speaker, International Conference on Machine Learning (ICML). Recent Advances in Population-Based Search for Deep Neural Networks. A half-day tutorial with Ken Stanley and Joel Lehman.
- 2017-2025: IEEE Task Force Evolutionary-Developmental Systems and Robotics.
- 2013-2017: Elected to the Board of Directors of the International Society of Artificial Life.
- 2016: NeurIPS committee to accept/reject workshop proposals.
- 2015-2016: Vice chair, IEEE Technical Committee on Cognitive and Developmental Systems EvoDevo TaskForce.
- 2014: Co-organizer, Workshop On Artificial Life And The Web. Artificial Life Conference.
- 2013: Co-organizer, AAAI Symposium, How Should Intelligence be Abstracted in AI Research: MDPs, Symbolic Representations, Artificial Neural Networks, or \_\_\_\_\_? Featured 38 participants and five keynotes, each of which is a major leader of their respective fields (Andrew Ng, Stanford; Georg Striedter, UC Irvine; Randall O’reilly, University of Colorado Boulder; Risto Miikkulainen, UT Austin; Gary Marcus, NYU; Pierre-Yves Oudeyer, Inria France).
- 2010 & 2011: Co-chair, Generative and Developmental Systems Track, Genetic and Evolutionary Computation Conference.
- 2010: The Avida Digital Evolution Platform, Tutorial, Genetic and Evolutionary Computation Conference.
- 2009: Leveraging the Avida Digital Evolution Platform for Research in Evolving Cooperation, Tutorial, European Conference on Artificial Life.

#### LIGHTLY PEER REVIEWED VIDEO PUBLICATIONS

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To date, videos of our research have been viewed over 10.75 million times.

- Nguyen A, Yosinski J, Clune J (2016) 2016: **Best Student Video**, AAAI Video Awards. For “Deep Neural Networks are Easily Fooled.”
- Cully A, Clune J, Tarapore D, Mouret JB (2016) Robots that can adapt like natural animals. AAAI video competition. Nominated for best video, best student video, and best robot video.
- Ellefsen K, Mouret JB, Clune J (2016) Neural modularity helps organisms evolve to learn new skills without forgetting old skills. AAAI video competition. Nominated for best student video.
- Nguyen A, Yosinski J, Clune J (2015) Deep Neural Networks are Easily Fooled. IJCAI 2015 Video competition.

### **Winner: Best Long Video & Most Educational Video.**

- Huizinga J, Mouret JB, Clune J (2014) Evolving neural networks that are both modular and regular. AAAI Video Competition. **Winner: Best Video.**
- Li J, Storie J, Clune J (2014) Encouraging creative thinking in robots improves their ability to solve challenging problems. AAAI Video Competition.
- Cheney N, MacCurdy R, Clune J, Lipson H (2013) Unshackling evolution: evolving soft robots with multiple materials. **Winner: Most Entertaining Video** at both the 2013 AAAI Video Competition and the 2015 IJCAI Video competition.
- Clune J (2013) Evolving gaits for legged robots. AAAI Video Competition.
- Clune J, Mouret JB, Lipson H (2013) The evolutionary origins of modularity: video summary. AAAI Video Competition.
- Clune J, Yosinski J, Doan E, Lipson H (2012) Automating user creation of 3D printable objects using evolutionary algorithms based on developmental biology. AAAI Video Competition. **Finalist: Best Video Award.**

### NON-PEER REVIEWED PUBLICATIONS

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- Yamada Y, Lange R, Lu C, Hu S, Lu C, Foerster J, Clune J, Ha D (2025) The AI Scientist Generates its First Peer-Reviewed Scientific Publication. Sakana AI Blog.
- Parker-Holder J, Ball P, Bruce J, Dasagi V, Holsheimer K, Kaplanis C, Moufarek A, Scully G, Shar J, Shi J, Spencer S, Yung J, Dennis M, Kenjeyev S, Long S, Mnih V, Chan H, Gazeau M, Li B, Pardo F, Wang L, Zhang L, Besse F, Harley T, Mitenkova A, Wang J, Clune J, Hassabis D, Hadsell R, Bolton A, Singh S, Rocktäschel T (2024) Genie 2: A large-scale foundation world model. DeepMind Blog.
- Lu C, Lu C, Lange R, Foerster J, Clune J, Ha D (2024) The AI Scientist: Towards Fully Automated Open-Ended Scientific Discovery. Sakana AI Blog.
- SIMA Team (2024) A generalist AI agent for 3D virtual environments. DeepMind Blog.
- Clune J (2023) AI-enabled scams will proliferate: Ultra-realistic digital trickery will help fraudsters deceive people on an entirely new scale. Macleans.
- Bradley H, Dai A, Zhang J, Clune J, Stanley K, Lehman J (2023) Quality Diversity Through AI Feedback. Carper AI Blog.
- Zhi J, Wang R, Clune J, Stanley KO (2020) Fiber: Distributed Computing for AI Made Simple. Uber Engineering Blog.
- Petroski Such F, Rawal A, Lehman J, Stanley KO, Clune J (2019) Generative Teaching Networks: Accelerating Neural Architecture Search by Learning to Generate Synthetic Training Data. Uber Engineering Blog.
- Petroski Such F, Madhavan V, Liu R, Wang R, Li Y, Clune J, and Lehman J (2019) Creating a Zoo of Atari-Playing Agents to Catalyze the Understanding of Deep Reinforcement Learning. Uber Engineering Blog.
- Wang R, Lehman J, Clune J\*, Stanley KO\* (2019) POET: Endlessly Generating Increasingly Complex and Diverse Learning Environments and their Solutions through the Paired Open-Ended Trailblazer. \*co-senior authors.

Uber Engineering Blog.

- Ecoffet A, Huizinga J, Lehman J, Stanley KO (2018) Montezuma’s Revenge Solved by Go-Explore, a New Algorithm for Hard-Exploration Problems (Sets Records on Pitfall, Too). Uber Engineering Blog.
- Miconi T, Clune J, Stanley K (2018) Differentiable Plasticity: A New Method for Learning to Learn. Uber Engineering Blog.
- Petroski Such F, Stanley K, Clune J (2018) Accelerating Deep Neuroevolution: Train Atari in Hours on a Single Personal Computer. Uber Engineering Blog.
- Wang R, Clune J, Stanley KO (2018) VINE: An Open Source Interactive Data Visualization Tool for Neuroevolution. Uber Engineering Blog.
- Stanley K, Clune J (2017) Welcoming the Era of Deep Neuroevolution. Uber Engineering Blog.
- Lehman J, Clune J, Risi S (2015) An Anarchy of Methods: Current Trends in How Intelligence Is Abstracted in AI. IEEE Intelligent Systems. (invited)
- Ellefsen K, Clune J (2015) The surprising creativity of digital evolution. Laboratory News.
- Burns G, Gil Y, Liu Y, Villanueva-Rosales N, Risi S, Lehman J, Clune J, Lebiere C, Rosenbloom P S, van Harmelen F, Hendler J A, Hitzler P, Janowic K, Swarup S (2014) Reports on the 2013 AAAI Fall Symposium Series. AI Magazine. (invited)

#### PRESS COVERAGE (SELECTED ARTICLES)

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- IEEE Spectrum. 2026. AI Is Starting to Build Better AI
- **Science**. 2026. AI agents may be skilled researchers, but not always honest ones
- **Forbes**. 2026. AI Slop Is Flooding Academic Journals. A Top Journal Measured It
- **Nature News**. 2026. ‘World models’ are AI’s latest sensation: what are they and what can they do?
- **CBC Quirks & Quarks**. 2026. AI ‘scientists’: the promise, the peril and the future of science with superintelligence
- **Forbes**. 2026. OpenAI Boasts Recursive AI: 3 Examples
- Newstalk. 2026. Will AI replace scientists?
- **Financial Times**. 2026. Months-old start-up Recursive raises \$500mn for self-teaching AI.
- Quanta Magazine. 2026. Distinct AI Models Seem To Converge On How They Encode Reality.
- **Forbes**. 2026. An AI System Passed Peer Review. The Scientific Community Isn’t Ready.
- **Scientific American**. 2026. An AI-authored paper just passed peer review. The scientific community isn’t ready.
- **Nature News**. 2026. How to build an AI scientist: first peer-reviewed paper spills the secrets.
- **MIT Technology Review**. 2025. Five ways that AI is learning to improve itself.
- **Fortune**. 2025. Past the event horizon? OpenAI’s Sam Altman says so. New AI research backs him up.

- **CBC.** 2025. Can AI safeguard us against AI? One of its Canadian pioneers thinks so.
- **NBC.** 2025. At AI's biggest gathering, its inner workings remain a mystery.
- **Fast Company.** 2025. What is 'self-evolving AI'? And why is it so scary?
- **Business Insider.** 2025. AI isn't ready to do your job.
- **The Register.** 2025. Boffins found self-improving AI sometimes cheated.
- **Nature News.** 2025. AI masters Minecraft: DeepMind program finds diamonds without being taught.
- **CBC Quirks & Quarks.** 2025. Science is being transformed by the AI revolution.
- **CBC.** 2025. Will we control AI, or will it control us? Top researchers weigh in.
- **TechCrunch.** 2025. Sakana claims its AI-generated paper passed peer review — but it's a bit more nuanced than that.
- Videos about The AI Scientist by others have been viewed well over 6.25M times.
- **IEEE Spectrum.** 2025. Will we know artificial general intelligence when we see it?
- **60 Minutes.** 2025. Google DeepMind CEO demonstrates world-building AI model Genie 2.
- **The Logic.** 2025. Ottawa shakes up AI advisory group with star researchers and big companies.
- **Ars Technica.** 2024. Research AI model unexpectedly attempts to modify its own code to extend runtime.
- **Forbes.** 2024. That Amazing 'The AI Scientist' Agentic AI Strives To Fully Automate The Scientific Process But Watch Out For These Ferocious Gotchas.
- **Air Street Press.** 2024. Open-endedness is all we'll need.
- **Wired.** 2024. An 'AI Scientist' Is Inventing and Running Its Own Experiments.
- **The New York Times.** 2024. What to Know About Tech Companies Using A.I. to Teach Their Own A.I.
- **Nature News.** 2024. Researchers built an 'AI Scientist' — what can it do?
- **The New York Times.** 2024. How Tech Giants Cut Corners to Harvest Data for A.I.
- **Wired.** 2024. Google DeepMind's Latest AI Agent Learned to Play Goat Simulator 3.
- **New Scientist.** 2024. Google AI learns to play open-world video games by watching.
- **VentureBeat.** 2024. Sakana AI's 'AI Scientist' conducts research autonomously, challenging scientific norms.
- **Science News.** 2024. Can we train AI to be creative? One lab is testing ideas.
- **The Verge.** 2024. Google's new AI will play video games with you — but not to win.
- **The Guardian.** 2024. World is ill-prepared for breakthroughs in AI, say experts.
- **Haaretz.** 2024. Haaretz: Scientists: Artificial intelligence puts humanity in existential danger.
- **TechCrunch.** 2024. Google DeepMind trains a video game-playing AI to be your co-op companion.
- Videos made by others about our DeepMind Genie project viewed over 1.5 million times to date (e.g. Two-minute

Papers). 2024.

- MIT Technology Review. 2024. Google DeepMind's new generative model makes Super Mario-like games from scratch.
- CNET. 2024. AI Tries Its Hand at Gaming — and Music Composition.
- Axios. 2024. FTC seeks to ban impersonation fraud as AI enables deepfakes.
- **The New York Times**. 2023. How 'A.I. Agents' That Roam the Internet Could One Day Replace Workers.
- **The New Yorker**. 2023. Can We Stop Runaway A.I.?
- **The Washington Post**. 2023. These 4 free apps can help you identify every flower, plant and tree around you.
- **The Globe and Mail**. 2023. 'I hope I'm wrong': Why some experts see doom in AI.
- VentureBeat. 2023. The AI workforce: Coming soon to an office near you.
- **The Guardian**. 2023. AI firms must be held responsible for harm they cause, 'godfathers' of technology say.
- **Time**. 2023. AI Experts Call For Policy Action to Avoid Extreme Risks. (also coverage in the Toronto Star, the Financial Times, the Logic, and VentureBeat).
- CBC. 2023. Online romance scammers may have a new wingman — artificial intelligence. (Also ran in the Globe and Mail and the Vancouver Sun).
- Vice. 2023. Big Tech Is Now Developing Powerful AI Brains for Real-World Robots.
- VentureBeat. 2023. Two years after DALL-E debut, its inventor is "surprised" by impact.
- CBS News. 2023. Cutting-edge AI raises fears about risks to humanity. Are tech and political leaders doing enough?
- The Logic. 2023. The people to watch in Canadian AI.
- QR Calgary Radio. 2023. Interview on QR Calgary Radio with Rob Breakenridge.
- ZDNet. 2023. Machines that think like humans: Everything to know about AGI and AI Debate 3.
- TalkRL Podcast. 2023. Jeff Clune. ~Hour-long interview.
- Global News. 2023. Interview on AI scams. A Little More Conversation With Ben O'Hara-Byrne.
- **Nature**. 2022. DeepMind AI learns simple physics like a baby.
- This Week in Machine Learning (TWIML) Podcast. 2022. Jeff Clune: Accelerating Intelligence with AI-Generating Algorithms.
- BBC Brazil. 2022. Google's LaMDA: The interactions that create a sense of 'self-awareness' in robots.
- VentureBeat. 2022. What we learned about AI and deep learning in 2022.
- Vice. 2022. Scientists Increasingly Can't Explain How AI Works.
- **MIT Technology Review**. 2022. A bot that watched 70,000 hours of Minecraft could unlock AI's next big thing. Coverage of VPT also in TechTimes, TechCrunch, Gizmodo, Singularity Hub, and TechRadar.
- PCMag. 2022. OpenAI Taught a Neural Network How to Play Minecraft.

- Vector Institute. 2022. New Vector Faculty Member Jeff Clune’s quest to create open-ended AI systems.
- **MIT Technology Review**. 2021. AI is learning how to create itself.
- **BBC News**. 2021. AI conquers challenge of 1980s platform games.
- **Scientific American**. 2021. Machine Learning Pwns Old-School Atari Games.
- **New Scientist**. 2021. AI smashes video game high scores by remembering its past success.
- VentureBeat. 2021. How AI trained to beat Atari games could impact robotics and drug design.
- VentureBeat. 2020. OpenAI’s Jeff Clune on deep learning’s Achilles’ heel and a faster path to AGI.
- VentureBeat. 2020. Uber details Fiber, a framework for distributed AI model training.
- VentureBeat. 2019. Uber creates AI to generate data for training other AI models.
- **Wired**. 2019. A Sobering Message About the Future at AI’s Biggest Party.
- **Science**. 2019. This artificial intelligence teaches robots to walk—by creating custom obstacle courses.
- **Nature**. 2019. Why deep-learning AIs are so easy to fool.
- **Nature Machine Intelligence**. 2019. Moving beyond reward prediction errors.
- **Communications of the ACM**. 2019. Lifelong learning in artificial neural networks.
- **MIT Technology Review**. 2018. Uber has cracked two classic ’80s video games by giving an AI algorithm a new type of memory.
- **Wired**. 2018. When Bots Teach Themselves to Cheat.
- **BBC**. 2018. The AI developed to identify and count wild animals.
- **MIT Technology Review**. 2018. AI is helping wildlife biologists identify rare beasts on the Serengeti.
- **The New York Times**. 2018. Google Researchers Are Learning How Machines Learn.
- **New Scientist**. 2018. 8 hilarious ways AI has outsmarted us to get the job done.
- **Science**. 2018. Artificial intelligence can ‘evolve’ to solve problems.
- **Nature**. 2017. Astronomers explore uses for AI-generated images.
- **Wired**. 2017. AI Will Make Forging Anything Entirely Too Easy.
- Slate. 2017. The Fake-Image Arms Race.
- **BBC**. 2017. Tiny changes can cause AI to fail.
- **New Scientist**. 2017. Deep learning tells giraffes from gazelles in the Serengeti.
- **MIT Technology Review**. 2017. The Dark Secret at the Heart of AI.
- The Verge. 2017. Magic AI: These Are the Optical Illusions That Trick, Fool, and Flummox Computers.
- The Verge. 2016. Artificial Intelligence Is Going to Make It Easier Than Ever to Fake Images and Video.

- Coverage of our startup Geometric Intelligence being acquired by Uber occurred in **Wired**, **Fortune**, the **New York Times**, **MIT Tech Review**, **BBC**, **Bloomberg**, **Wall Street Journal**, **Tech Crunch**, and many more.
- **Nature News**, **Nature News Podcast**. 2016. Can we open the black box of AI?
- KurzweilAI.net. 2016. Hierarchies exist in the brain because of lower connection costs.
- Press coverage of 2015 Nature cover paper “Robots that can adapt like animals.”
  - Two commentaries in **Nature** and one in **Science**.
  - Coverage in **BBC**, **Washington Post**, **The Guardian**, Nature News, **NBC News**, **NPR’s Science Friday**, **The Atlantic**, **Fast Company**, **MIT Technology Review**, **BBC Inside Science**, **BBC World Service**, **The Economist**, **CNBC**, **Popular Science**, **Christian Science**, **Discover**, **Wired**, **Daily Mail**, **Voice of America**, **Le Monde**, Liberation, Gizmodo, IFL Science, IEEE Spectrum, The Times, The Verge, Live Science, The Register, BFM Business, Wyoming Public Media, Vice, and many more.
- **Popular Science**. 2016. See the difference one year makes in artificial intelligence research an improved way of learning about neural networks.
- **Popular Science**. 2016. This sculpture was designed and 3d printed by an AI artist.
- Motherboard. 2016. When AI goes wrong, we won’t be able to ask it why.
- HowStuffWorks. 2016. Are you actually an android?
- **The Economist**. 2015. Rise of the machines.
- Scientific American Mind. 2015. Do androids dream?
- Reddit Ask Me Anything (AMA) hosted by PLoS. Over 1,000 comments/questions and 42,000+ unique participants.
- Communications of the ACM. 2015. Teaching computers with illusions.
- Laramie Boomerang. 2016. UW professor’s research lights up scientific, media interest.
- Nautilus Magazine. 2015. Artificial intelligence is already weirdly inhuman.
- Wyoming Public Media. 2016. Programming Through Trial And Error, With An Emphasis On Error.
- Motherboard magazine. 2015. How automating evolution could give machines imaginations.
- **BBC World Service**. 2015. Why computers forget. Also on interviewed for BBC Four.
- **The Atlantic**. 2015. Teaching a computer not to forget.
- **Popular Science**. 2015. To build multi-tasking robots, mimic the human brain.
- **MIT Technology Review**. 2014. Smart” Software can be tricked into seeing what isn’t there.
- **Wired**. 2014. Simple pictures that state-of-the-art AI still can’t recognize. Rebroadcast on **Slate**.
- **Slashdot (homepage)**. 2014. Research highlights how AI sees and how it knows what it’s looking at. Also #1 article on HackerNews.
- **The Atlantic**. 2014. How to fool a computer with optical illusions.

- New Scientist. 2014. Optical illusions fool computers into seeing things.
- **BBC (featured on homepage)**. 2014. Robot learns to keep going with broken leg.
- **IEEE Spectrum**. 2014. Hexapod robot gets even better at being indestructible.
- **Slashdot (homepage)**. 2014. Robot with broken leg learns to walk again in under 2 minutes.
- CNET Video. 2014. Tomorrow daily. (Show featured segment on robot damage recovery).
- **Discover News**. 2013. Evolution helps build better robots.
- **NBC News**. 2013. Squishy virtual creatures 'evolve' walking behaviors. The story was also featured on YouTube's Most Popular Videos page, MSNBC.com, and the front pages of Digg.com, Hacker News, BuzzFeed, and Reddit Science.
- **Discover**. 2013. Watch This: Squishy Robots Evolve for Speed.
- **National Geographic**. 2013. The parts of life, by Carl Zimmer.
- **BBC**. 2013. 3D printing your thoughts.
- **Through the Wormhole with Morgan Freeman**. 2013. Are Robots the Future of Human Evolution?
- **Popular Science**. 2013. 175,000 ways to walk.
- **Fast Company**. 2013. With evolved brains, robots creep closer to animal-like learning.
- **NPR** (National Public Radio). 2012. Academic Minute – Evolution and Embryology.
- **Houston Chronicle**. 2013. Laramie club teaches students to control robots.
- **Cornell Chronicle**. 2013. Scientists find 'holy grail' of evolving modular networks.
- **MIT Technology Review**. 2012. Computer scientists reproduce the evolution of evolvability.
- ScienceDaily. 2013. Engineers solve a biological mystery and boost artificial intelligence.
- **The New Scientist (featured on cover)**. 2011. Darwin's robots: A holistic, evolutionary approach means that robots could learn to design themselves.
- **MSNBC.com**. 2011. Intelligent design: Users power evolution in 3-D Web printing.
- **Slashdot**. 2011. Crowdsourcing speeds evolution of 3D printable objects.
- **IEEE Spectrum**. 2013. Bizarre Soft Robots Evolve to Run.
- **The New Scientist (featured on cover)**. 2010.
  - Main article: Artificial life forms evolve basic intelligence.
  - Editorial: Digital evolution and the meaning of life.
- **US News & World Report**. 2010. New MSU research sheds light on how we become altruistic.
- **The Daily Telegraph**. 2010. Computer-simulated life forms evolve intelligence.
- **Slashdot**. 2010. Artificial life forms evolve basic memory, strategy.

- **MIT Technology Review**. 2011. 3-D design simplified: a new website could accelerate the adoption of 3-D printing.
- Science. 2006. Darwin's Place on Campus Is Secure—But Not Supreme.
- **NSF Highlight**. 2013. Modular Biological Networks Avoid Costly Connections.
- Servo Magazine. 2013. Aracna: 3D printed, open-source robot.
- **Communications of the ACM**. 2010. 'EndlessForms' uses the Web to breed 3D printable objects.
- Miami Herald/Houston Chronicle/Laramie Boomerang. 2013. Laramie club teaches area students to control robots.
- Gizmodo. 2014. Watch this bot with a broken leg learn to walk straight again.
- UW News. 2013. Visiting doctoral student from Norway works to evolve robots to learn better.
- Mechanical Engineering. 2012. Design in the age of 3-D printing.
- ZDNet.com. 2013. Fabricated: The New World of 3D Printing.
- SigEvolution, ACM's newsletter on Genetic and Evolutionary Computation. Cover article.
- ScienceDaily.com. 2012. Why do organisms build tissues they seemingly never use?
- ScienceDaily.com. 2011. No technical know-how needed: Endless Forms Web site helps users 'breed' 3-D printable objects.
- ScienceDaily.com. 2010. Research sheds light on altruism.
- Hacker News (front page). 2011. Breed 3D printable objects, no technical know-how needed.
- Research also covered in the following: Lansing State Journal, Jerusalem Post, Cornell Daily Sun, Innovation News Daily, LiveScience.com, PhysOrg.com, eCampusNews, NewsWise.com, BigThink.com, Business News Daily, Cornell Chronicle, State News, Shapeways blog, Thingiverse blog, Carl Zimmer's blog, 3Dprinter.net, PlasticsToday.com, Biota Live Podcast, Impact Radio, City Pulse, OneIndia.com, Computerra.com, TodayOnline.com, Creativity Online, Heise.de, ZeitNews.org, MyScience.cc, TheHighLow.com, and 50+ other media outlets.

## INVITED TALKS

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**Keynotes:** AI, Engineering Biology and Beyond 2026, Artificial Life Conference 2026, ICLR 2026 MemAgents Workshop, Simulation of Adaptive Behavior Conference 2024, CORL 2021, AutoML 2022, Beijing Academy of Artificial Intelligence Conference, NICE 2022, Linux Foundation North America Open Source Summit, Mexican Conference on AI, BEACON Congress, Genetic Programming in Theory & Practice, GECCO EvoRL workshop, Gen AI / MLOps World 2025.

Regular: Lord Byng High School in Vancouver, MIT, Cambridge, Oxford, Yale, Berkeley, University of Michigan, DeepMind, University of Washington, Carnegie Mellon, Stanford, MILA, University of Southern California, ICLR 2019 Plenary Debate, ICML 2019 Tutorial, NYU, University of California Santa Barbara, AGI Debate 3, UK AI Safety Institute, University of British Columbia, University of Colorado Boulder, University of Arizona,

University of Oregon, OpenAI, Cornell, CIFAR Board of Directors, Santa Fe Institute, Cold Spring Harbor Laboratory, Toyota Research Institute, Amazon, Bank of America, University of California Irvine, University of Illinois Urbana-Champaign, Vanderbilt University, Oxford ML Summer School, Michigan State University, Queen Mary London (via Skype), IST Austria, Pierre & Marie Curie University, American University, Colorado State University, Center for a New American Security, Sharif University of Technology, Wyoming Global Technology Summit, Canterbury University, Sentient Corporation, University of Hawaii, University of Puerto Rico, Paris Descartes Medicine Faculty: Center for Interdisciplinary Research, University of Lausanne, Swiss AI Lab (IDSIA), Samsung AI Research, ReWork Deep Learning Summit, ReWork Deep Learning for Robotics Summit, KAIST, ReWorkAI Summit West, UC Merced, Origins Project / Bulletin of Atomic Scientists (at Arizona State University), Schwartz Reisman Institute (U. Toronto), World Salon, Open Data Science Conference, Deep Learning Classics and Trends, Fields Institute for Research in Mathematical Sciences (U. Toronto), BC Children's Hospital Research Institute, Apple, OpenAI Robotics Symposium.

Workshops: ICLR RSI Workshop 2026, ICLR 2026 P-AGI workshop, CVPR 2026 Fine-Grained Visual Categorization Workshop, NeurIPS 2025 AI for Material Science, NeurIPS 2025 MindGames Arena Workshop, ICML 2025 workshop on the Role of Exploration in AI Today, AAAI-26 Workshop on AI for Scientific Discovery, NeurIPS 2024 SoLaR workshop, ICML 2024 Workshop on Semantic Reasoning and Goal Understanding in Embodied Agents, International Workshop on Intrinsically-Motivated Open-ended Learning (IMOL2023), Workshop on Reincarnating Reinforcement Learning at ICLR (panelist), NeurIPS 2023 Agent Learning in Open-Endedness Workshop, NeurIPS 2023 Goal-Conditioned RL Workshop, NeurIPS 2023 NeuralMMO Competition Workshop, RSS'23 Workshop: Environment Generation for Generalizable Robots, CoRL 2022 Language + Control Workshop, International Conference on Intelligent Robots and Systems (IROS 2022), ICLR 2022 AI for Earth and Space Science, ICLR 2021 Neural Architecture Search Workshop, NeurIPS Deep RL Workshop 2018, NeurIPS Meta-Learning Workshop 2019, NeurIPS workshop on Biological and Artificial Reinforcement Learning 2019, ICML 2020 Continual Learning Workshop, Visipedia, ICLR 2020 BeTR-RL Workshop, CVPR 2021 Workshop on Continual Learning in Computer Vision, ICML 2019 workshop on Multi-Task and Lifelong Reinforcement Learning, NeurIPS Emergent Communications Workshop.

## OUTREACH

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- 2025: Talk at Lord Byng High School on AI.
- 2023: Guest on MIT's Teach Me Something video series (twice)
- 2013-2019: Founded and directed the Laramie Robotics Club, a weekly meeting where local middle and high school students had fun playing with robots and learned to love programming and STEM (science, technology, engineering, & math). Around 20 6<sup>th</sup>-12<sup>th</sup> grade students and 20 volunteer mentors regularly attended. We also regularly did outreach activities teaching STEM and robotics to local middle and high schools, scout groups, and other youth organizations visiting campus. Major leadership, direction, and curriculum development was performed by my PhD students, especially Adela Velez.
- Led team that built EndlessForms.com, a website where non-technical users can design 3-D, printable objects with evolutionary algorithms based on concepts from developmental biology. The site also enables the public to learn about evolution and see its ability to create complexity. To date, over 2 million objects have been evaluated by nearly 40 thousand visitors from over 140 countries and all 50 US states. Video tours of the site have been viewed nearly 10,000 times.
- One of three designers and developers of Avida-ED, a software package used in university biology classes to teach

evolution. Avida-ED enables students to conduct research in experimental evolution by testing evolutionary hypotheses and getting immediate feedback. Avida-ED was discussed in Science magazine (2006: 311) and has been used in many universities worldwide. The NSF grant overseer for Avida-ED described it as "one of the most successful science education materials projects with which I am acquainted. The product is excellent, dissemination is already successful, and the assessment plan is outstanding."

- Featured in a University of Wyoming advertising campaign called "Can one university make an impact?" The year-long campaign included billboards at the Denver International Airport. The ads showed me working with graduate students in my lab and were used to encourage students to attend UW and participate in scientific research.
- Presenter to Upward Bound at Laramie High School, a program to inspire low-income students to pursue science.

## ADVISING

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- Current
  - Ben Norman, PhD student, University of British Columbia
  - Aaron Dharna, PhD track student, University of British Columbia
  - Jenny Zhang, PhD track student, University of British Columbia
  - Shengran Hu, PhD track student, University of British Columbia
  - Ryan Sullivan, Postdoctoral Researcher, University of British Columbia
- Received a PhD for which I was the sole advisor
  - Joost Huizinga. Now a Research Scientist at OpenAI.
  - Anh Nguyen. Now an Associate Professor of Computer Science and Software Engineering at Auburn University. Winner of U. Wyoming's Outstanding Dissertation of 2018 award.
  - Henok Mengistu. Now a Data Science Manager with Accenture
  - Adela Velez (published as Roby Velez). Now an Assistant Professor in Electrical Engineering and Computer Science at Milwaukee School of Engineering
  - Mohammad (Arash) Norouzzadeh. Now Machine Learning Research Engineer at Bosch
- Received a Master's degree for which I was the sole advisor
  - Christopher Stanton. Now a Senior Computer Support Specialist, U. Wyoming Foundation
  - Lucas Helms. Now in IT at U. Wyoming.
- Postdoc
  - Cong Lu. Now a Research Scientist at DeepMind
  - Nick Cheney. Now an Assistant Professor at the University of Vermont
- Visitors
  - Kai Olav Ellefsen (visited from Norway), now Associate Professor at University of Oslo
- Researchers from my Team at Uber AI Labs

- Felipe Petroski Such. Now at OpenAI.
- Joost Huizinga. Joined my group at OpenAI, still there.
- Adrien Ecoffet (co-managed by Ken Stanley). Joined my group at OpenAI, still there.
- Ashley Edwards. Was at DeepMind, now at Runway.
- Edoardo Conti. Now Co-founder of ML startup (after Facebook AI Research).
- Vashisht Madhavan. Now Research Engineer at Element, Inc.
- John Sears. Now Head of Data Science and Analytics at KeepTruckin.
- Undergraduates I mentored in research (an unofficial role)
  - Jingyu Li. Graduated from MIT with a full-ride undergraduate scholarship. Went on to work on self-driving at Lyft.
  - Tyler Hughes, undergraduate. Went on to Google.
  - Richard Yang, undergraduate. Received an MS in CS from Stanford. Went on to become a Machine Learning Engineer at Adobe.
- I have served as a committee member for dozens of students, both at the universities I have been a professor at and others around the world. Due to the volume (many per year), I am not listing them individually.

## SERVICE

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- 2024, Chair, Communications Committee, UBC Computer Science Department
- 2024-2025, Chair, AI Trust and Safety Committee, Vector Institute
- 2024, Merit Committee, UBC Computer Science Department
- 2023-2025, Contributor, World Economic Forum Working Group on Safe Systems and Technologies
- 2023-2026, Generative AI Working Group (UBC-wide, organized by UBC CIO)
- 2026, Faculty Search, Computer Science Department, UBC
- 2022-2023, Faculty Membership and Hiring Committee (off-cycle and on), Vector Institute
- 2022-2023, Faculty Search, Computer Science Department, UBC
- 2021-2022, Faculty Search, Computer Science Department, UBC
- 2021-2022, Faculty Affairs Committee, Computer Science Department, UBC
- 2021-2022, Postdoctoral hiring committee, Vector Institute
- 2016, Co-leader of a Dialog and Listening Topic for the University Strategic Planning Effort
- 2016, U. Wyoming Computer Science Department: Faculty Search Committee (two openings)
- 2013-2016, U. Wyoming Computer Science Department: Graduate Program Improvement Committee
- 2013-2016, U. Wyoming: Faculty Advisory Committee on high-performance computing cluster for campus-wide

## research computing

- 2013-2016, U. Wyoming Computer Science Department: Graduate Assistantship Award Committee
- 2013-2016, Robotics/AI and Diplomacy Board Member, The Lifeboat Foundation
- 2009-2010, Computer Science and Engineering Graduate Student Association, Liaison to Computer Science Department Faculty Meetings, MSU
- 2009-2010, Computer Science and Engineering Advisory Committee, MSU
- 2009-2010, College Hearing Board, MSU
- 1996-1998, Founder, Meteorite, University of Michigan Undergraduate Journal of Philosophy
- 1996-1998, Associate Editor, Michigan Journal of Political Science

## PATENTS GRANTED

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- Training adaptable neural networks based on evolvability search. (2026) AP Gajewski, JM Clune, KO Stanley, JA Lehman. US Patent 12,566,966
- FP Such, A Rawal, JA Lehman, KO Stanley, JM Clune (2024) Generating training datasets for training neural networks. US Patent 11,907,675
- Clune J, Ecoffet A, Stanley K, Huizinga J, Lehman J (2023) Deep reinforcement learning based models for hard-exploration problems. US Patent No. US11829870B2
- Baker B, Akkaya I, Zhokhov P, Huizinga J, Tang J, Ecoffet A, Houghton B, Sampedro Gonzalez R, Clune J (2023) Using machine learning to train and use a model to perform automatic interface actions based on video and input datasets. US Patent No. 11887367
- Conti E, Madhavan V, Clune J, Petroski Such F, Lehman J, Stanley KO (2021) Training neural networks using evolution based strategies and novelty search. US Patent No. US11068787B2
- Petroski Such F, Clune J, Stanley KO, Conti E, Madhavan V, Lehman J (2020) Scalable parameter encoding of artificial neural networks obtained via an evolutionary process. US Patent No. US2019018853A1
- Lehman J, Stanley KO, Clune J (2020) Training of artificial neural networks using safe mutations based on output gradients. US Patent No. US10699195B2

## INTERESTS

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- Travel (over 55 countries on 6 continents)
- Sports (surfing, kitesurfing, rock climbing, hockey, whitewater kayaking, ultimate frisbee, hiking, mountain climbing, mountain biking, running)
- Literature (Borges, Kundera, Calvino, Bradbury, Penn Warren, Dostoyevsky, DeLillo, Marquez, Card, Tolkien, Tolstoy, Carroll, Pirsig, Stephenson)

- Spanish language (fluent at one time)