

PETER CARRAGHER

**PhD STUDENT @CMU &
EX-META ML ENGINEER**



INDUSTRY EXPERIENCE

META

Machine Learning Engineer: 2020–21

I designed & deployed detection systems, significantly reducing the prevalence of impersonation and identity fraud on Facebook and Instagram.

Software Engineer: 2018–19

I built response systems to prevent coordinated inauthentic attacks on the Indian & EU elections in 2019. I designed & deployed ML models to automate reports of abuse, saving \$10 million/year.

Intern, Summer 2017, 2018

I added a [SVG renderer](#) to the augmented reality graphics engine and built automated the publication of the scripting APIs [documentation](#).

CODEPLAY, Part-time, 2015–16

I created a cross platform GPU profiling tool. This work has since been [open sourced](#), published in [IWOCL](#) and featured by [Kronos & LPGPU2 research groups](#).

REFEREES

Dr. Kathleen Carley, PhD supervisor
Carnegie Mellon University
kathleen.carley@cs.cmu.edu

Dr. Patrick Park, PhD supervisor
Carnegie Mellon University
patpark@cmu.edu

Dr. Ilaria Gori, Manager
Facebook
ila@fb.com

2nd year Societal Computing PhD student at CMU with a MSc in Computer Science and over 4 years industry experience.

PUBLICATIONS

Misinformation Resilient Search Rankings with Webgraph-based Interventions [pdf](#) . [code](#) . [data](#) . [slides](#)

Peter Carragher, Evan M. Williams, Kathleen M. Carley
Submitted to TIST: ACM Transactions on Intelligent Systems and Technology. Special Issue on Responsible Recommender Systems. 2024.

Detection and Discovery of Misinformation Sources using Attributed Webgraphs [pdf](#) . [code](#) . [data](#) . [slides](#)

Peter Carragher, Evan M. Williams, Kathleen M. Carley
Upcoming at ICWSM 2024: The 18th International AAAI Conference on Web and Social Media. 2024.

Simulation of Stance Perturbation [pdf](#) . [abstract](#) . [slides](#)

Peter Carragher, Lynnette Xian Ng, Kathleen M. Carley
Full paper: *SBP-BRiMS 2023: International Conference on Social Computing, Behavioral-Cultural Modeling and Prediction and Behavior Representation in Modeling and Simulation. 2023.*
Abstract: *WSC 2022: Proceedings of the 2022 Winter Simulation Conference. 2022.*

EDUCATION

CARNEGIE MELLON UNIVERSITY

PhD in Computer Science 2022 – current **3.7 GPA**

Studied networks, multimodal ML, and probabilistic models. Actively researching computational social science, network science, information retrieval, ranking systems, fraud detection, and behavioral modelling.

GEORGIA INSTITUTE OF TECHNOLOGY

MSc in Computer Science 2021 – 22 **3.7 GPA**

Studied machine learning, reinforcement learning, knowledge-based AI, AI ethics, and network science. With the [Design & Intelligence lab](#), I contributed to [a virtual teaching assistant](#) that enables learning at scale in online classes.

UNIVERSITY OF EDINBURGH

BSc in Computer Science 2014 – 18 **4.0 GPA**

Studied a broad range of fields; machine learning, AI, robotics, networking, compilers, system architectures, quantum computing. My thesis extended compilers for heterogeneous architectures to map DNN & CNN primitives to FPGA fabric. During this time I was heavily involved in MLH hackathons, including mentoring and judging roles, organizing and running [hackathons](#), and winning three first-place [awards](#).