

Baian (Andrew) Chen

+1 857-333-8416 • anchen.me • baian@mit.edu

Education

Massachusetts Institute of Technology

Candidate for *B.S. in Computer Science*

2016 – 2019 (expected)

GPA: 5.0/5.0

- Membership on Student Advisory Group for Engineering
- Undergraduate Teaching Assistantship in *Introduction to Inference*

Hong Kong University

Previous candidate for *B.Eng. in Computing and Data Analysis* with Minor in Math

2015 – 2016

GPA: 3.96/4.3

- HKU-Cambridge Engineering Joint Scheme
 - Dean's Honors List
-

Experience

Tencent Games, Quantum/LightSpeed Studio, Research and Development

Intern, 2017

- Designed and Built a machine-learning development interface for gaming AI.
- Built a deep-reinforcement learning based gaming AI prototype.

Shenzhen

JetBrains Research, Mobile Robot Algorithms Laboratory, Researcher

Intern, 2017

- Built a Robot OS package constructing and testing framework.
 - Work accepted by IEEE FRUCT Conference (2017) as *oral presentation*.
-

St. Petersburg

Projects

Task-Oriented Optics Flow Utilization

Vision Group, MIT CSAIL, 2016 – 2017

- Designed and built optics flow based convolutional neural network pyramids designated for video interpolation, denoising and super-resolution. Optimized Torch core package to reduce more than 75% GPU memory usage in practice. Supervised by *Prof. William T. Freeman*.
- Work submitted to CVPR Conference (2018).

Project InFORCE

Tangible Media Group, MIT Media Lab, 2016 – 2017

- Developed software layer for tangible human-computer interface. Supervised by *Prof. Hiroshi Ishii*.

Places Challenge

Advances in Computer Vision, MIT, 2016

- Developed deep-learning based scene categorization algorithm. Instructed by *Prof. Antonio Torralba*.

Quantum Controllability

QIFT Group, Oxford-HKU, 2016

- Researched on controllability of quantum unitary. Supervised by *Prof. Giulio Chiribella*.
- Work accepted by MIT-Harvard SPSUR Conference (2016).

Selected Independent Projects

- Designed and Developed a Robot Behavior Inference package on Robot OS for JetBrains Research and taught MIT IAP class *Introduction to Robot OS*. (2016 – 2017)
 - Developed 2D to 3D simple-world recovery algorithm as a final conference entry to Microsoft Research AI Challenge. Sourced by Libraries.io open-source platform. (2016)
-

Skills

Software and Machine Learning:

- Python, Java, Lua, C++, Shell, Matlab, MySQL. Linux, Windows and OSX development environment. Torch, Tensorflow, Pytorch.

Communication:

- Chinese (native), English (fluent), Russian (limited), Korean (limited), Cantonese (limited).