ZHIYUAN "PAUL" ZHOU

researcher & developer

(401)-867-0423 ■ paul_zhou@brown.edu
 Box #4684, 69 Brown St, Providence, RI 02912

EDUCATION

Brown University Expected May 2023

Sc.B. in Applied Mathematics and Computer Science

GPA: 4.0/4.0

Courses: Collaborative Robotics (grad level) \cdot Deep Learning \cdot Machine Learning \cdot Reinforcement Learning (UCL online)

Software Engineering · Intro to Computer Systems · Statistical Inference · Honors Linear Algebra & Calculus

Awards: National top 5% (227th) in Putnam (top 2 at Brown) · 2nd place in Hartshorn-Hypatia Math Contest Brown UTRA research scholarship · top 1% in Chinese Physics Olympiad · Finalist in HiMCM

Physics Bowl Regional top 10 & international top 100 · Top 5% in AMC12 and qualification for AIME

sole recipient of 2018 PROMYS Yongren Full Scholarship

CS RESEARCH

math display="block" Dec 2020 - Present

Providence, RI

- Authored three Reinforcement Learning (RL) related paper which are currently under review at RLDM
- Studied transfer learning in RL using the Attention mechanism; successfully transfered knowledge from one task to another
- Engineering the first-ever Python library for parallelized environment execution of Hierarchical RL algorithms
- Co-proposed an algorithm for generating reward functions using linear programs that enables RL algorithms to learn faster
- Explored action generalization in **Deep RL** in environments with different action spaces; performed experiments using Atari domains from **OpenAl Gym**

Research Assistant & Paper C Code Paradiso Lab. Brown University

June 2020 - Oct 2020

Providence, RI

• Invented 3 real-time video object recognition post-processing models in Python for use in a vision prosthetic headset that helps the visually impaired; Paper currently under review at the Brown Undergraduate Research Journal

- Increased recognition confidence by over 50% by using temporal information of videos obtained from Inertial Measurement Unit
- Employed **Kalman Filter**, Intersection over Union method, and quaternions in said models, and built an interface for connecting the models with **YOLOv4**

WORK EXPERIENCE

Head Teaching Assistant

Machine Learning @ Brown University

🛗 Jan 2022 - Present

Providence, RI

- Built auto-grading pipeline for 12 coding assignments on Gradescope and enabled students to see code correctness shortly after handin
- Organized the course logistics and handled communication between the professor, teaching assistants, and students

Machine Learning Engineer Intern

m Dec 2020 - Jan 2021 & July 2021 - Aug 2021

online

- engineered and deployed a web app with websockets and FastAPI that allows users to edit (faulty) automatic audio-to-text transcriptions for uploaded audios, and provides a faster editing experience by intelligently recommending potentially incorrect segments; implemented a thread-safe MongoDB store with asyncio and motor to store user-made edits in the backend
- automatically applies user-made edits to similar occurrences throughout the audio file using Keyword Spotting with language and
 acoustic models from Kaldi and vosk-api, and sped up the process 2x using multithreaded offline-decoding in Python and Shell
- sped up automatic speech recognition 5x using **WeNet** architecture in **C++** together with **Speech Activity Detection** with kaldi; model is pushed to production
- engineered a CNN in Keras that classifies audio files into speech, music, laughter, or noise with 93% accuracy; trained using audio data crawled from YouTube using youtube-dl and augmented by adding noise, changing pitch, and stretching time
- aligned audio-to-text transcriptions from DeepSpeech and Webspeech API using dynamic time warping and grapheme confusion

SKILLS

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- Programming Languages: Python · C · Shell · MATLAB · Java · Scala · ReasonML · Assembly x86-64 · C# · JavaScript · HTML/CSS
- Frameworks & Tools: PyTorch · TensorFlow · Keras · SQL · Docker · MongoDB · React