PEIYANG GUO

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Permanent Address	**Current Address**
604 E Armory Avenue	604 E Armory Avenue
Champaign, IL 61820	Champaign, IL 61820

EDUCATION

University of Illinois Urbana-Champaign   **Expected Graduation: May 2026**
Liberal Arts & Science (Computer Science + Linguistics)   *4.00/4.00*

LEADERSHIP AND INVOLVEMENT

UIUC GITHUBER   **Urbana-Champaign, ILLINOIS**
Co-leader   *September 2022 – Present*
- Collaborate and co-lead the MechMania-28 Game AI 24h Hackathon for MM28 Competition, 2nd place

CS128 Honors Project   **Urbana-Champaign, ILLINOIS**
Co-leader   *December 2022*
- Collaborate in project RustKill, a local area network server for Werewolf Game

LOCRL (Programming & Modding Society)   **CHINA**
Founder, President   *December 2015 – Present*
- Powerband, Artificial Intelligence Music Generator [Still Working, Half Individual Project]
- WebIDE, Android Application for Web Developing

Computerization Club   **Shanghai, CHINA**
Leader, AI Department Chief   *July 2020 – July 2021*
- Leader, Enspire Website for School Student Managing, Expand the club members by 300%
- AI Department Founder + Chief, Prototype for Eldiutor, an elderly companion chatbot

WMC Mathematics Club   **Shanghai, CHINA**
Vice President   *July 2020 – July 2021*
- Mathematics Modelling Department in World Foreign Language Academy

RESEARCH

- Self-Research about *Energy-Based Reinforcement Learning*   *October 2020*
- Research in SJTU lab: *A New Benchmark for 2D-3D Object Discovery from Videos*   *November 2020*

AWARDS & DISTINCTIONS

- 2020 Yau-Science Award for Computer Science **National Second Prize**   *October 2020*
- 2020 High School Mathematical Contest in Modelling (HIMCM) **Honorable Mention**   *November 2020*
- The International Mathematical Modelling Challenge 2020 **Meritorious**   *January 2020*

SKILLS & LANGUAGES

Skills: Machine Learning Developing (Proficient) | Software & Web Developing (Proficient)
Programming Languages: C++, Python including PyTorch), Java, JS (Proficient), Rust (Intermediate)
Interests: Machine Learning (Interpretability, NLP, RL, etc.) | Game Developing | Compiler