**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