ERIC ZHAO

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Education

Carnegie Mellon University

M.S. in Artificial Intelligence Engineering – GPA: 4.0/4.0

May 2025

B.S. in Mechanical Engineering, Additional Major in Chinese Studies – GPA: 3.78.0/4.0

May 2024

Courses (Graduate): Machine Learning, Introduction to Deep Learning, Intermediate Deep Learning, Numerical Methods, Trustworthy AI Engineering, Data Structures and Algorithms, Engineering Computation, Dynamic Systems & Controls

Projects

Imitation and Reinforcement Learning for Prosthesis & Exoskeleton Control

Dec 2024 - Present

- Developing deep learning pipeline for lower leg prosthetic & robotic hip exoskeleton assisted human walking in MuJoCo
- Trained humanoid locomotion models using both GAIL and VAIL imitation learning frameworks in LocoMuJoCo
- Evaluating performance of different model-based & model-free RL control architectures (Transformer RL, MLP, Twin Delayed DDPG, PPO)

Multi Agent Reinforcement Learning with LLMs for Safe Path Planning

Aug 2024 - Present

- Designed semantic reasoning and context-aware obstacle classification method by integrating GPT-4 with state-of-the-art Multi-Agent Reinforcement Learning (MARL) framework, achieving 94% accuracy in severity classification
- Programmed Rapidly-Exploring Random Trees (RRT) based planning algorithm with LLM-guided penalties, improving safe navigation around obstacles by 80% with reinforcement learning using OpenRL and Pytorch libraries
- Conducted large-scale reinforcement learning training in NVIDIA's **IsaacGym**, processing over 100M steps across 500 parallel environments on NVIDIA GPUs, achieving robust obstacle avoidance and reliable trajectory generation
- Demonstrated 14% improvement in safe navigation for high-severity hazards compared to traditional frameworks

FIFA Soccer Player Analytics and Predictive Modeling

Sep 2024 - Dec 2024

- Ingested and consolidated 100K+ player records from FIFA datasets (2015-2022) into a PostgreSQL database with schema alignment, unique identifiers, and added features for year-based analytics
- Engineered scalable Python functions to analyze player contracts, average team ages, and nationalities, handling complex scenarios like tied ranks and invalid inputs
- Achieved 95% accuracy in predicting player overall value using a Random Forest Regressor on engineered features
- Compared performance across Spark, PyTorch, and TensorFlow frameworks with deep and shallow neural networks

Research

CERLAB (Computational Engineering & Robotics Lab)

May 2021 - Present

Latticed Prosthetic Liners Project

- Developing printable anisotropic latticed prosthetics for transfemoral amputees using in-lab mesh generation software
- Implemented KNN Regressor algorithm using Sklearn and Pandas to predict a 3D model's stress distribution from sample finite element simulation data, with over 90% accuracy to stress data collected from user
- Wrote Python script to automate the conversion of 3D stress distribution point cloud into an associated tensor field

Leadership & Awards

Carnegie Mellon University Rales Fellow (Graduate Fellowship, ~90k/yr, 1 year)	2024 – Present
Carnegie Mellon University Tartan Scholar (High Achieving Student Leaders)	2020 - Present
Carnegie Mellon University Food Pantry Lead Coordinator	2021 - Present
Gates Scholarship Cohort III (Full Ride Undergraduate Scholarship)	2020 - 2024
Carnegie Mellon University College of Engineering's Dean's List (6X)	2020 - 2024

Skills

Programming Languages: Python, C++, C, SQL, MATLAB, LaTeX

Tools: GCP, AWS, Github, Docker, Wandb, Gymnasium, MuJoCo, IsaacGym, PostgreSQL, Apache Kafka Frameworks: PyTorch, TensorFlow, NumPy, SciPy, scikit-learn (Sklearn), Pandas, Matplotlib, PySpark, Django