

# Gaole Meng

gaole@umich.edu | (734)263-4250 | <https://github.com/GaoleMeng>

## Education

---

### University of Michigan

*Bachelor of Science in Computer Science*

- GPA 4.00/4.00

**Michigan, USA**

Sept.2016 – Apr.2018

### University of Michigan-Shanghai Jiao Tong University Joint Institute

*Bachelor of Science in Electronic and Computer Engineering*

**Shanghai, China**

Sept.2014 – Sept.2016

## Competency & Skills

---

- Experience in developing web based application in various frameworks.
- Research skills of deep learning in NLP and human-computer interaction.
- Tech Skills: C++, C, Javascript, Python, HTML, CSS, Java, Swift, Git.
- Framework: Tensorflow, React, Node.js, Three.js, Meteor.

## Research & Working Experience

---

### Forseseer Group - Researcher

- Research Group focusing on deep learning, information retrieval and natural language processing.
- Built **Emoji Cloud** (<https://emojicloud3d.herokuapp.com/>), a visualization of the semantic space of emoji, based on a recent paper at ICWSM. Embeddings of emojis are trained using LINE and the 3D layout learned using LargeVis. This visualization tool helps people better visualize high dimensional data in lower dimension space. Inspired by Google's similar project.
- Currently working with Ph.D students on paper **Weakly Supervised Recurrent Neural Network** for text classification: a deep text classification model that is able to learn from weak supervision such as labeled features as well as labeled instances. This model is potentially useful even if there lacks a large amount of data, which is challenging for current deep learning models.

### Croma Lab - Researcher

- Joined research lab focusing human-computer interaction and interactive crowd powered system.
- Built simulation platform and crowd powered system for **IPA Robot**. It relies on a combination of AI and crowdsourced human intelligence to do "passive jobs". The goal of this project is to utilize current crowdsourced control systems to operate several "personal assistant" robots, and to implement this simulation system in a 3D demo environment (Implemented by Three.js/ React.js/ Meteor) to study the effectiveness of these human-robot interactions with crowd workers.

## Personal Project

---

### Active Learning Annotation Tool

- Implemented a web-based annotation tool for active learning and weak supervised learning.
- The system can learn text classifiers from back-end machine learning script and adaptively chooses document to ask for label on web page.
- Intended for ACL 2018 demonstration track.

### TED Talk Generator (Currently Developing)

- TED talks in different categories are generated through word level sequence to sequence model implemented by tensorflow, together with multi-layer RNN and LSTM.

### SAA Official Website

- Official website for SJTU-JI Student Association & Alumni. Implemented in React.js/ Meteor.

## Membership and Leadership Experience

---

### ACM-ICPC Programming Team - team member

- Compete in ACM-ICPC every year, which is a world-wide five-hour programming contest.
- Programming is done in C++/ Java.

### Liaison Apartment in SJTU-JI - assistant director