Chen Zhang | Curriculum Vitae

Beijing Institute of Technology, 100081

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Education

Beijing Institute of Technology   **Beijing, China**
Undergraduate, Sch. of Automation   *Sep. 2015 – Present (Expected July. 2019)*
- GPA: 87.03
- Overall Ranking: 9/64

Research Interests

My research interests lie in the general area of Artificial Intelligence, particularly in Game Theory, Deep Learning, Reinforcement Learning, and Quantum Language Model, as well as their applications in Game AI, Natural Language Processing and Information Retrieval.

Publications

Optimization of VCDTS Algorithm in Connect6 Game
- **Chen Zhang**, Hong Huang, Zhouyu Zhang and Shicong Liu
- The 30th Chinese Control and Decision Conference. **CCDC 2018.**

**Syntax-Aware Aspect-Level Sentiment Classification with
Proximity-Weighted Convolution Network**
- **Chen Zhang**, Qiuchi Li and Dawei Song
- The 42nd International ACM SIGIR Conference on Research and Development in Information Retrieval. Short paper. **SIGIR 2019.** To appear.

Experiences

Research on Game AI and Deep Reinforcement Learning
Self inspired, BIT   *June. 2017 – Aug. 2018*
- Developed the Connect6 game AI - Zeta - using game tree combined with pattern matching algorithms and Evolution Strategy.
- Reproduced the work of AlphaGo Zero and adapted it to the game NoGo - a NoGo AI named Noeven.

Research on Chinese Poetry Generation
Advisor: Prof. Zhanqing Wang, BIT   *July. 2018 – Sep. 2018*
- Given the poetry generation system a picture of beautiful scene, generating a line of poetry via encoder-decoder framework.

Research on Aspect-Level Sentiment Classification
Advisor: Prof. Dawei Song, BIT   *Oct. 2018 – Feb. 2019*
- Introduced syntactic relations between the aspect and its contextual words to address the limitations of solely attention modelling while maintaining performance competitive with state-of-the-art models.

Skills

Language Skills: Mandarin Chinese (native), English (TOFEL: 92)
Programming Skills: Python, PyTorch, C, LaTeX, MatLab, TensorFlow

Honors and Awards

- **Bronze Medal** in the Conference on Technologies and Applications of Artificial Intelligence (TAAI 2018) Game Tournament, **Connect6**. 2018
- **Excellent Prize** in International Collegiate Competition for Brain-inspired Computing. 2018
- **Bronze Medal** in China Undergraduate Computer Games Competition, **NoGo**. 2018
- **Gold Medal** in China Undergraduate Computer Games Competition, **Connect6**. 2017, 2018
- **Third Prize** in China University Robot Competition - Robocon, as a member of Robot Team at Beijing Institute of Technology. 2018
- **Third Prize** in Beijing Undergraduate Electronics Design Contest. 2018
- **Third Prize** in China Undergraduate English Contest. 2017
- **Second Prize** in BIT Century Cup Contest, Extracurricular Academic and Technical Works. 2017, 2018
- **First Prize** in China Undergraduate Mathematical Contest in Modeling, Beijing Division. 2016