

# Gao Ziteng, Michael

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## EDUCATION

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|--|-----------------------------|
| <b>National University of Singapore (NUS)</b>  | Aug 2022 - Sep 2023         |
| Master, Mechanical Engineering                 | Singapore                   |
| <b>Harbin Institute of Technology ( HIT )</b>  | Aug 2018 - Jun 2022         |
| B.Eng. Mechatronic Engineering                 | Harbin, Heilongjiang, China |
| <b>NUS (Suzhou) Research Institute (NUSRI)</b> | Sep 2021 - Jun 2022         |
| A educational collaboration by NUS and HIT     | Suzhou, Jiangsu, China      |
| <b>University of Pennsylvania</b>              | Jan 2019 - Feb 2019         |
| Exchange Program                               | Philadelphia, USA           |

## WORKING EXPERIENCE

|  |                             |
|--|-----------------------------|
| <b>Algorithm Engineer</b>  | Dec 2023 - Present          |
| Decision&Planning, XPENG Motors  | Guangzhou, Guangdong, China |
| <ul style="list-style-type: none"><li>• Design and optimize Xplanner(XPENG Motors self-developed planning model)</li><li>• RL fine-tune planning model outputs</li><li>• Design an interactive game-theoretic algorithm for vehicle interactions, enabling better decision-making in complex traffic scenario</li><li>• Optimize behavior planning and motion planning algorithms for autonomous vehicle, including behavior design and speed planning</li></ul> |                             |
| <b>Algorithm Engineer</b>  | Oct 2023 - Dec 2023         |
| Planning, Intern at Starj.ai   | Guangzhou, Guangdong, China |
| Starj.ai   |                             |
| <ul style="list-style-type: none"><li>• Implement several path tracking methods, including pure pursuit and MPC</li><li>• Camera calibration on ros2 humble</li><li>• Trying open-source autolabing method (GroundinDINO + SAM)</li></ul>  |                             |

## PUBLICATION

- [1] Gao, Z., Qu, J., & Chen, C. (2025). A Hybrid Input based Deep Reinforcement Learning for Lane Change Decision-Making of Autonomous Vehicle.
- [2] Wang, Y., Xu, X., Gao, Z., & Shi, X. (2021, December). A Prior Probability of Speaker Information and Emojis Embedding Approach to Sarcasm Detection. In 2021 IEEE International Conference on Engineering, Technology & Education (TALE) (pp. 1033-1038). IEEE.Published

## PROJECT EXPERIENCE

|  |                     |
|--|---------------------|
| <b>A Hybrid Input based Deep Reinforcement Learning for Lane Change Decision-Making of Autonomous Vehicle</b>  | Sep 2022 - Sep 2023 |
| Supervisor: Chen Chao Yu, Peter  | NUS, Singapore      |
| <ul style="list-style-type: none"><li>• A trajectory prediction of surrounding vehicles is realized by a transformer network. The prediction results are combined into the state space of reinforcement learning to implicitly model the vehicle interaction impact on ego vehicle in traffic flow</li><li>• A deep reinforcement learning model is designed to fully use the hybrid environmental observation which includes low-dimensional data from basic sensors and high-dimensional image from RGB camera</li><li>• The lane change decision model based on deep reinforcement learning (Hybrid-PPO) is proposed, which combine with a rule-based end-to-end controller, and these achieve the entire lane change process of ego vehicles</li></ul> |                     |
| <i>Skills acquired: Carla, Pytorch, Transformer</i>  |                     |

## **Deep Reinforcement Learning Adjusting CPG Controller for Gait Transition of Quadruped robot** Mar 2023 - Jul 2023

Supervisor: Guillaume SARTORETTI NUS, Singapore

- Set key parameters of CPG controller to realize multiple gaits of quadruped robot (walk, trot, run)
- Deep reinforcement learning is used to make the gait transition decision of quadruped robot, and ensure a smooth dynamic adjustment of gait combining the CPG controller

*Skills acquired: Pycharm, PyBullet, Tensorflow*

## **Motion Planning of Lane Changing of Driverless Cars Based on Reinforcement Learning** Sep 2021 - May 2022

Supervisor: Chen Chao Yu, Peter NUSRI, Suzhou, Jiangsu, China

- DQN and two variants are utilized in traffic simulation software SUMO to train the reinforcement learning agent in a three-lane circular loop traffic flow to improve safety, comfort, and driving speed
- Compare the effectiveness of multiple reinforcement learning algorithms for obstacle avoidance in a simple two-lane simulation environment

*Skills acquired: Pycharm, SUMO, Tensorflow*

## **Natural Language Processing - Sarcasm Detection** May 2021 - Sep 2021 Online

- Past comment sarcasm probability models of users and comment content sarcasm probability models are built to jointly detect the sarcastic sentiment of comments
- Use DeepMoji model as a controller to assist in determining the speaker's sarcastic sentiment
- Using dynamic Fischer interpolation, the sarcasm information from past comments is combined with the sarcasm probabilities from DialoGPT output

*Skills acquired: Anaconda, DialoGPT, Deepmoji*

## **'Xin Rui' Robot Competition** Jul 2019 - Sep 2019 HIT, Harbin, Heilongjiang, China

- Self-assembly of vehicles, control of remote control/motors/sensors, manual remote control of vehicle movements
- Multi-sensor fusion to determine the vehicle's position, control the motor servo to adjust the vehicle's forward direction, achieve no fall, and ensure safety

*Skills acquired: Sensor Fusion, Controller Design*

## **HONORS & AWARDS**

### **Outstanding Final Year Project awarded by NUS** Jul 2022

### **COMAP's Mathematical Contest in Modeling S Prize (Team leader)** Jan 2021

### **'Xin Rui' Robot Competition Second Prize awarded by HIT (Team leader)** Sep 2019

## **SKILLS**

- **Programming Language:** Python == C++ >= MATLAB
- **Softwares:** Pycharm, VSCode, MATLAB, Carla, SUMO, PyBullet
- **Platform:** Linux, Windows
- **Tools:** git for code management; Pytorch and Tensorflow for designing neural networks
- **Language:** TOEFL 95

## **RESEARCH PLAN**

I plan to do research in the application of **reinforcement learning** algorithm

- I hope to apply **reinforcement learning** with **autonomous vehicles** or **robotics** to make reasonable **behaviour decisions**
- The potential of combining **reinforcement learning** with **rule-based control**, other ML algorithms, or with other areas like game-theory
- If you have any research orientation assigned for me, I will be very glad to accept it