LISHENG WU

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EDUCATION

Shanghai Jiao Tong University(SJTU) *Sep 2013 - Jul 2017*

- B.S. in Computer Science(IEEE Honor Class)
- Selected Curriculums: Program Design(94/100), Data Structure(93/100), Machine Learning(92/100)

University College London(UCL) *Sep 2017 - Sep 2018*

- MRes Web Science and Big Data Analytics
- Selected Curriculums: NLP(89/100), Graphical Model(80/100), Machine Vision(83/100)

TECHNICAL SKILLS

Knowledge	NLP, RL, MV, Crawler, Web
Languages	C++, Cuda, Python, Matlab, Javascript
Tools	Caffe, MXNet, Tensorflow, Sklearn

WORK EXPERIENCE

Nvidia APAC, Devtech Team *Jul 2017 - Sep 2017*

Deep Learning Software Intern *Beijing*

· Created new scenarios on platform gym-starcraft and implemented multiagent RL algorithm BiCNet.

PROJECTS

Unify Representations with Shared Dynamics *Jun 2018 - Sep 2018*

· Proposed to learn multiple world models for RL environments using shared dynamics.

· The trained models represent corresponding states in different environments with similar representations. We associate the results with the self-consciousness phenomenon and human learning process.

Implicit Communications in Bridge Bidding *Apr 2018 - Sep 2018*

· Implemented one bridge bidding environment whose rewards are computed by Double Dummy Solver.

· Designed belief module and communication rewards to help the bidding players communicate.

Reinforcement Learning on Montezuma Revenge *Feb 2017 - May 2017*

· Implemented count-based exploration to help agent achieve average 2500 on Montezuma-Revenge.

Pedestrian Detection and Tracking *Jan 2016 - Oct 2016*

· Implemented one real-time pedestrian detection system(36fps).

· Realized pedestrian tracking by matching features(30fps) and won first place in MOT16.

Unsupervised Deep Domain Adaptation for Pedestrian Detection *Apr 2016 - Jul 2016*

· Proposed a new derived MMD Loss and utilized semi-supervised learning to perform domain adaption.

PUBLICATION

[1] Learning Shared Dynamics with Meta-World Models. ***L Wu****, M Li, J Wang*, AAAI 2019 (submitted).

[2] Learning multi-agent implicit communication through actions: a case study in Bridge, a collaborative imperfect information game. *Z Tian, S Zou, T Warr,* ***L Wu****, J Wang*, AAAI 2019 (submitted).

[3] Unsupervised Deep Domain Adaptation for Pedestrian Detection. *L Liu, W Lin,* ***L Wu****, Y Yu, MY Yang*, ECCV Workshop 2016 (accepted).