

Tao Chen

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EDUCATION

University of Southern California

Master of Computer Science in Intelligence Robotics

Los Angeles, CA

August 2017 - May 2019

Oregon State University

Bachelor of Computer Science in Computer System

Corvallis, OR

September 2014 - June 2017

KEY SKILLS

- Programming Languages: Python, C++, C, Bash Script, Java
- Frameworks & Libraries: TensorFlow, boost, OpenAI, Garage
- Web Development: AWS, HTML, CSS, PHP, JavaScript, Node.js, jQuery, AngularJS, XML
- Robotics: ROS, Gazebo, Sensor fusion, State estimation, CAD design, 3D Printing
- Artificial Intelligence: Machine Learning, Reinforcement Learning, Natural Language Processing
- Systems/Tools: L^AT_EX, Git
- Communication: English, Mandarin, Cantonese

WORK & RESEARCH EXPERIENCE

Robotic Embedded Systems Laboratory (RESL)

Research Assistant

Los Angeles, CA

May 2018 - Present

- Conducted research on applying reinforcement learning techniques to quadrotor controls.
- Implemented imitation learning pipeline with TensorFlow.
- Implemented neural network controllers in ROS and Gazebo simulator to analyze performance.
- Implemented software framework to covert TensorFlow graph to run on STM32 micro-controllers.
- Improved realism of our customized flight simulator written in Python.
- Co-authored a paper accepted to IROS 2019 (see "Publications").

Dynamic Robotics Laboratory

Intern

Corvallis, OR

May 2016 - September 2016

- Participated in the development of the bipedal robot Cassie.
- Customized a communication protocol on top of MAVLINK to transfer telemetry data between the robot and the remote control.
- Customized a user interface written in Lua on the remote controller to display the robot's status, e.g. robot pose, temperature, battery, etc.

Media Service, Oregon State University

Student Worker

Corvallis, OR

October 2015 - June 2017

- Resolved urgent technical issues affecting presentation devices (e.g. computers, projectors, lecture capturing, and stage control) that occurred during lectures and special events.
- Maintained and built classroom presentation technologies for the entire campus.

PROJECTS

Stock Quote Website and Android App

September 2017 - December 2017

- Goal: create a dynamic website that displays real-time stock quotes in user-defined watch list, and an Android App that has similar behavior.
- Developed the website with responsive design using AngularJS, Bootstrap, and React.
- Used Node.js on AWS Beanstalk backend as a portal for REST APIs.
- Used Ajax techniques to create asynchronous web applications.

Autonomous RC

September 2016 - May 2017

- Goal: build an RC car platform capable of autonomous driving using cheap hardware.
- Worked in a team of 3 and led the software development in simulation using ROS and Gazebo/Stage.
- Used ROS packages AMCL for localization and Teb_local_planner for planning within the ROS navigation stack.
- Selected to present in front of the engineering college and industry partners of the school.
- Won the best project of the year award.

Kaggle Competition

March 2017

- Goal: train a machine learning model to tell if two Quora questions are semantically identical.
- Built the pipeline for data preparation and feature extraction in Python with NumPy.
- Trained a classification model using logistic regression in TensorFlow.
- Experimented with text processing techniques such as word filtering, part-of-speech tagging, language modeling using recurrent neural network, and word embedding, etc.
- Beat 70% of the competitors.

PUBLICATIONS

Artem Molchanov*, Tao Chen*, Wolfgang Hönig, James A. Preiss, Nora Ayanian and Gaurav S. Sukhatme, "*Sim-to-(Multi)-Real: Transfer of Low-Level Robust Control Policies to Multiple Quadrotors*", International Conference on Intelligent Robots and Systems, 2019.
(* equal contribution)

AWARDS AND ACHIEVEMENTS

Winner, Capstone project, Oregon State University	2017
College of Engineering Scholarship, Oregon State University	2016 & 2017
Spotlight presenter at the Southern California Robotics Symposium	2019
Master's Best Research Award, USC	2019

Hobbies

Things I like @ Anywhere

Forever

- Programming, Building robots, Playing with LEGOs
- Listening to music, Playing guitar, Watching movies
- Swimming, Running, Skiing