# Clark Peng

Los Angeles / Bay Area, California | 925-785-0102 | cipeng@ucla.edu | linkedin.com/in/clarkpeng | github.com/clarkipeng

## EDUCATION

**University of California, Los Angeles** — Los Angeles, CA
*4.00 GPA | B.S. in Computer Science* — *Aug. 2024 – June 2028*

**Sage Ridge School** — Reno, NV
*Valedictorian | 4.54 GPA (High Honors) | USAPhO Silver | USACO Platinum* — *Jan. 2021 – June 2024*

## EXPERIENCE

**Technical Advisor Intern** — November 2024 – Present
*Scale AI* — *Remote*
- Leveraged prompt engineering to solve 30+ expert-level coding challenges with state-of-the-art LLMs.
- Designed 20+ chain-of-thought prompts, improving LLM coding accuracy

**Undergraduate Researcher** — October 2024 – Present
*UCLA NLP Group* — *Los Angeles, CA*
- Co-authored an ICCV 2025 submission in collaboration with Google Research.
- Improved models' physical commonsense reasoning using synthetic datasets with 6× more data, achieving a 300% performance boost over previous versions

**Teaching Assistant** — May 2024 – August 2024
*MIT* — *Cambridge, MA*
- Integrated 3 RL algorithms into codebases and notebooks for hands-on student learning.
- Taught 30+ students deep learning (PyTorch) with a focus on CV and RL.

**Student Researcher** — June 2023 – May 2024
*University of Nevada, Reno* — *Reno, NV*
- Enhanced fire and smoke detection pipelines with state-of-the-art object detection tools.
- Automated data labeling and transformation in Python, expanding the dataset by 25%.

## PAPERS

1. Clark Peng, Hritik Bansal, et al. (2025). *VideoPhy-2: A Challenging Action-Centric Physical Commonsense Evaluation in Video Generation.* arXiv: 2503.06800 `[cs.CV]`. URL: https://arxiv.org/abs/2503.06800

2. Clark Peng and Tolga Dinçer (2024). *Event Detection via Probability Density Function Regression.* arXiv: 2408.12792 `[cs.AI]`. URL: https://arxiv.org/abs/2408.12792

## PROJECTS

**RL Hand & Target project** | *Unity, C#* — April 2024 – August 2024
- Built a physics-simulation environment in Unity, enabling an AI agent to manipulate objects a humanoid arm
- Designed and integrated a custom observation and reward system in Unity to implement RL

## ADDITIONAL ACTIVITIES

**ICPC Team**: Top 15 in SoCal regionals.

**Studio Member**: Developed game projects for game jams and student studios. Designed a Fodian game praised by Riot Games' Scott Rudi.

**ACM AI Officer**: Led competition teams, winning silver and bronze medals in Kaggle. Built and trained LLMs and VLMs from scratch. Achieved top 0.5% in competitions, top 1% in notebooks, and authored five gold medal-winning scripts with 1000+ downloads.

## TECHNICAL SKILLS

**Languages**: Java, Python, C/C++, C#, SQL
**Engines**: Unity, Godot
**Developer Tools**: Git, Docker
**Libraries**: Pandas, NumPy, Pytorch, Tensorflow, Matplotlib, Regex, Polars, Transformers, Diffusers, OpenGL