YAN PAN

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PERSONAL INFORMATION

Citizenship:	P.R.China
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RESEARCH INTEREST

Machine Learning:	Reinforcement Learning, Deep Learning, Multimodal Learning.
Theory:	Learning Theory, Optimization.

EDUCATION

Carnegie Mellon University — Aug 2019 – Present
Bachelor of Science in Computer Science (GPA: 3.95/4.00) — *Pittsburgh, PA*
Minors in Machine Learning & Mathematical Sciences

Tsinghua University — Feb 2021 – Jun 2021
Exchange Student at Department of Computer Science & Technology — *Beijing, China*

RESEARCH EXPERIENCE

CMU MultiComp Lab — Jan 2021 – Present
Undergraduate Research Assistant — *Pittsburgh, PA*
- Advisors: Prof. Louis-Philippe Morency, Paul Liang.
- Researched multimodal machine learning for multimodal social interations.

Peking University Institute of Remote Sensing and GIS — Jun 2018 – Dec 2018
High School Researcher — *Beijing, China*
- Applied LSTM to predict the demand for shared bikes.

PROJECTS

Scotty3D — Jan 2021 – Present
Course Project for Computer Graphics, Project Description by Prof. Keenan Crane
- Build a 3D graphics software package includes components for interactive mesh editing, realistic path tracing, and dynamic animation.

Classical Piano Music Generator based on LSTM-RBM — Oct 2020 – Jan 2021
Course Project for Introduction to Machine Learning (PhD), GitHub
- Trained a classical piano music generator based on LSTM-RBM model in PyTorch.

HONORS & AWARDS

Scholarship & Fellowship
- CMU Summer Undergraduate Research Fellowship (SURF) — Summer 2021

Awards
- CMU Dean's List, High Honors — Fall 2019 – Fall 2020
- Shing-Tung Yau High School Science Award – Computer Award, Finalist — Dec 2018
- International Mathematical Modeling Challenge (IMMC), International Finalist — May 2018
- International Mathematical Modeling Challenge (IMMC), National Outstanding — May 2018
- DengFeng Cup National High School Academic Contest – Data Mining — Aug 2017

REVEVANT COURSEWORK

10-725 Convex Optimization (PhD)	16-385 Computer Vision
10-701 Introduction to Machine Learning (PhD)	15-462 Computer Graphics
15-251 Great Ideas in Theoretical Computer Science	21-325 Probability
15-213 Introduction to Computer Systems	21-355 Principles of Real Analysis

SKILLS

Programming Languages	Python, C++, C, MATLAB, Standard ML, Haskell, Java
Platforms	PyTorch, TensorFlow, Keras, Scikit-Learn, OpenCV, OpenGL
Software Tools	LaTeX, Git, Vim
Natural Languages	English, Mandarin Chinese