YAN PAN

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EDUCATION

Carnegie Mellon University

B.S., Computer Science, 2019 – 2023 (expected)

o Concentration in Machine Learning, Minor in Mathematics

Tsinghua University

Host Institution Program, 2021

RESEARCH INTEREST

Machine Learning: Deep Learning, Reinforcement Learning, Representation Learning Theory: Learning Theory, Non-Convex Optimization, Online Optimization

RESEARCH EXPERIENCE

Carnegie Mellon University MultiComp Lab

Undergraduate Research Assistant, 2021

- o Advisors: Louis-Philippe Morency, Paul Liang.
- Researched multimodal machine learning for multimodal social interations. Experimented with stateof-the-art language models, visual-linguistic models, and multimodal attention mechanisms on egocentric datasets. Working on integrating reinforcement learning and world models to increase interactivity.
- Funded by Summer Undergraduate Research Fellowship.
- o Documents: SURF Proposal

Peking University Institute of Remote Sensing and GIS

Student Researcher, 2018

• Researched deep learning methods for geographical big data.

HONORS & AWARDS

- o Summer Undergraduate Research Fellowship (\$3500), Carnegie Mellon University, 2021
- $\circ\,$ Dean's List, High Honors, CMU School of Computer Science, Fall 2019 Spring 2021
- o Global Finalist, Shing-Tung Yau High School Science Award Computer Award, 2018
- o Finalist, International Mathematical Modeling Challenge International Contest, 2018
- o Outstanding, International Mathematical Modeling Challenge Greater China Contest, 2018
- o First Prize, DengFeng Cup National High School Academic Contest Data Mining, 2017

TEACHING EXPERIENCE

High School Affiliated to Renmin University of China

Co-Instructor

Mathematical Modeling and Application, Spring 2019
 Topics: Applications of optimization, graph theory, differential equations, clustering, and basic machine learning in mathematical modeling.

SELECTED COURSEWORK

Carnegie Mellon University

- Convex Optimization (PhD)
- Introduction to Machine Learning (PhD)
- o Great Ideas in Theoretical Computer Science

- $\circ\,$ Computer Vision
- Computer Graphics
- $\circ\,$ Parallel & Sequential Data Structures and Algorithms
- o Introduction to Computer Systems
- Probability
- o Principles of Real Analysis I

Other Institute

- Formal Languages and Automata (Tsinghua University)
- o Machine Learning (Coursera, Stanford University)

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 (Proficient), Mandarin Chinese (Native)