YAN PAN

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PERSONAL INFORMATION

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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*

PROJECTS

Scotty3D Jan 2021 – Present
Course Project for *Computer Graphics*, Project Description
- Wrote a 3D graphics software package includes components for interactive mesh editing, realistic path tracing, and dynamic animation in C++.

Classical Piano Music Generator based on LSTM-RBM Oct 2020 – Jan 2021
Course Project for *Introduction to Machine Learning*, 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, Global 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