Gaoyue (Kathy) Zhou

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Education

Carnegie Mellon University — Fall 2021 – Summer 2023 (Expected)
Master of Science in Robotics (MSR) — Cumulative GPA: **4.25/4.0**

University of California, Berkeley — Aug 2017 – May 2021
B.A., Computer Science & Applied Mathematics — Cumulative GPA: **3.94/4.0**
Minor, Physics — Dean's List Honors for all semesters

Research

CMU Robotics Institute — Aug 2021 – Present
Advised by Prof. Abhinav Gupta, Vikash Kumar
Research focus: Benchmarking, Imitation Learning, Offline Reinforcement Learning, Video Generation, Robotics

Robotic AI and Learning Lab (RAIL) — Jan 2020 – March 2020
Advised by Prof. Sergey Levine
Research focus: Deep Reinforcement Learning, Meta-Learning, Pre-Training, Robotics

Berkeley NLP — June 2021 – Aug 2022
Advised by Prof. John DeNero
Research focus: Sentiment Analysis, Deception Detection

UC Berkeley Department of EECS — Aug 2017 – Jan 2019
Advised by Prof. Carlo H. Séquin
Research focus: Computer Graphics, Modeling 2-Manifold Geometries, Developing CAD Tools

Publications

G. Zhou*, V. Dean*, M. Srirama, A. Rajeswaran, J. Pari, K. Hatch, A.Jain, T.Yu, P. Abbeel, L. Pinto, C.Finn, A. Gupta. Train Offline, Test Online: A Real Robot Learning Benchmark. Accepted as Oral presentation in NeurIPS WBRC. In submission to IEEE International Conference on Robotics and Automation (ICRA), 2023 Website

G. Zhou*, L. Ke*, A. Rajeswaran, S. Srinivasa, A. Gupta, V. Kumar, Real World Offline Reinforcement Learning with Realistic Data Source. Accepted to 3 NeurIPS workshops. In submission to ICRA, 2023 arXiv Website

S. Ibraheem*, **G. Zhou***, J. DeNero, Putting the Con in Context: Identifying Deceptive Actors in the Game of Mafia. Accepted for Oral presentation at NAACL, 2022 arXiv OpenReview

A. Singh*, H. Liu*, **G. Zhou**, A. Yu, N. Rhinehart, S. Levine, Parrot: Data-Driven Behavioral Priors for Reinforcement Learning. Accepted for Oral presentation (1.8% of submissions) at the International Conference on Learning Representations (ICLR), 2021 arXiv OpenReview

S. McAleer, **G. Zhou**, G. Farina, T. Sandholm, Team-PSRO for Learning Approximate TMECor in Large Team Games via Cooperative Reinforcement Learning. OpenReview

C. H. Séquin, T. Chen, X. Han, N. Jaladanki, **G. Zhou**, Modeling Eva Hild's Sculpture "Wholly", Draft for an EECS Tech Report, EECS Computer Science, University of California, Berkeley

Industry Experience

Software Engineering Intern, *Microsoft Bing*, Bellevue, WA July 2021 – Aug 2021

- Designed and built an intelligent traffic splitter via random forests and ANN that serves as a front door service benefiting millions of customers of Microsoft Ads.
- Distilled and analyzed raw user data from Cosmos DB and extracted relevant features affecting users' behavior using Microsoft Substrate and PySpark.
- Achieved 6% increase in KPI and presented work to the Microsoft Advertising Platform team.

Software Engineering Intern, *Microsoft*, San Francisco, CA May 2020 – Aug 2020

- Worked on *Lobe*, a deep learning app that builds, trains, and ships custom models via a GUI.
- Built iOS and Android apps that report predictions in real-time using models trained via Lobe.
- Developed a tracking app that stores and displays prediction statistics using React and SQLite.
- Made a tech report on iOS and Android development and presented it to the Office of the CTO.

Artificial Intelligence Engineer Intern, *IPMD, Inc.*, Berkeley, CA Jan 2019 – Jan 2020

- Worked on *Project M*, an AI platform classifying human emotions based on micro expressions.
- Built a Restful API that serves to handle user-uploaded images and returns prediction results.
- Designed and implemented an algorithm of integrating labels returned by the emotion classifier with the actual images that sped up the process by 20x.

Selected Awards

Microsoft Tuition Scholarship	2019
Dean's List Honors	2017, 2018, 2019, 2020, 2021
Runner-Up in Asian Regional Space Settlement Design Competition	2016

Teaching

Teaching Assistant: Convex Optimization (CMU) Fall 2022
Hold office hours, grade homework and exams, develop materials

Teaching Assistant: Machine Learning (UC Berkeley) Fall 2020
Developed materials, taught sections, held online homework parties, developed homework and exams

Content TA: Information Devices and Systems (UC Berkeley) Fall 2019, Spring 2020, Spring 2021
Designed exam and homework questions, taught weekly discussion sections, held office hours

Society Memberships

Berkeley Engineers and Mentors (BEAM)

Upsilon Pi Epsilon (CS Honors Society)

Skills

Languages: English, Mandarin

Programming: Python, Java, C++, C, JavaScript, Swift, SQL, Golang, Matlab, Scheme, HTML

Frameworks & Tools: PyTorch, Tensorflow, Git, Linux, React, Django, Apache, XCode, Jupyter Notebook, MAYA