Curriculum Vitae

Haolun (Harry) Zhang

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Education

August 2017— Present **Degree:** Bachelor of Science in Electrical Engineering & Computer Science

Institution: University of California, Berkeley

GPA: 3.9 of 4.0

Expected graduation in May 2021 Minor in Mechanical Engineering

Research

April 2019— Present Lab: Berkeley AI Research

Interests: Reinforcement learning, deep learning, vision, control theory

Advisors: Prof. Ken Goldberg, Dr. Jeffrey Ichnowski

Experience:

- Research on deep learning, computer vision, control theory, and their applications in robot learning.
- Research projects involve efficient 6-DoF grasping, dynamic deformable objects manipulation, visuomotor control, and 3D vision.
- Extended current Dexterity-Network 4.0 to 3D point cloud data input, without relying on depth cameras.
- Designed a two-head self-supervised ResNet to predict the quaternion of the rotation of a 3D mesh based on depth images.
- Teach a robot to control cables in order to achieve complex motions such as avoiding obstacles, knocking objects over, weaving, and jump-rope.
- Design a Learned MPC controller to control a cable's shape based on the learned forward and inverse dynamics models in a latent space for faster planning.
- Design novel, efficient exploration algorithms for 6DoF grasp planning.

Publications

- Harry Zhang, Jeffrey Ichnowski, Daniel Seita, Jonathan Wang, Ken Goldberg, "Robots of the Lost Arc: Learning to Dynamically Manipulate Fixed-Endpoint Ropes and Cables". *IEEE International Conference on Robotics and Automation (ICRA)*, June 2021 (Under review)
- Shivin Devgon, Jeffrey Ichnowski, Ashwin Balakrishna, **Harry Zhang**, Ken Goldberg, "Orienting Novel 3D Objects Using Self-Supervised Learning of Rotation Transforms". *IEEE Conference on Automation Science and Engineering (CASE)*, August 2020

• Harry Zhang, Jeffrey Ichnowski, Yahav Avigal, Joseph E. Gonzalez, Ion Stoica, Ken Goldberg, "Dex-Net AR: Distributed Deep Grasp Planning Using an Augmented Reality Application and a Smartphone Camera". *IEEE International Conference on Robotics and Automation (ICRA)*, June 2020

Tech Reports

- Harry Zhang, Yahav Avigal, Samuel Paradis, "6-DoF Grasp Planning using Fast 3D Reconstruction and Grasp Quality CNN". ArXiv, 2020
- Harry Zhang, Priya Sundaresan, Aditya Ganapathi, Shivin Devgon, "Deep Correspondence Matching for Deformable Objects". ArXiv, 2019

Talks

- Dex-Net AR Presentation. *IEEE International Conference on Robotics and Automation (ICRA)*, Paris, France, June 2020.
- Dex-Net AR Interview. VentureBeat, Berkeley, CA, June 2020.

Personal Projects

- Open Source Deep RL Book. Wrote a collection of notes on Deep Reinforcement Learning. Maintain and curate the notes on an open source repository, with 28 stars on Github. The book now is being extensively used in Berkeley's Deep RL course. 2019 Present.
- Lyapunov-Constrained Safe Model-Based RL. Investigate Lyapunov constraints to give better convergence guarantees for safety-augmented deep model-based RL algorithms such as SAVED and ABC-LMPC. 2020 Present

Teaching

• TA of Undergraduate CS Theory, Artificial Intelligence, Convex Optimization, Machine Learning.

Outreach and Service

- Berkeley AI Research Blog Curator. Help coordinate and maintain BAIR Blog and website.
- Berkeley AI4ALL Co-Organizer. Organize AI4ALL-Berkeley crash courses, and designed a 2-day project on computer vision for high school students.
- Berkeley AI Research Ambassador. Host lab tours and robot demos for middle school and high school students.

Honors and Awards

- 5 Times UC Berkeley Dean's List (Top 10%, 2017-2020)
- Kraft Award for Freshmen Recipient (Top 1\%, 2017)
- Mechanical Engineering Honor Society Pi Tau Sigma Member (Top 20%, 2018)

- Electrical Engineering Honor Society Eta Kappa Nu Member (Top 20%, 2019)
- Engineering Honor Society Tau Beta Pi Member (Top 15%, 2019)

Relevant Skills

- Physical Robots: Experience with UR5, YuMi, and Fetch.
- Libraries: Experience with matplotlib, Numpy/Scipy, various OpenAI libraries (gym, baselines, etc.), OpenCV, ROS, TensorFlow, PyTorch, Blender (for graphics rendering).
- **Programming:** Python, Java, C, C++, MATLAB.
- Languages: Fluent in Mandarin, English. Intermediate in Spanish
- Other skills: Google Cloud, docker, LATEX, Ubuntu, vim