# SICHENG HE

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## **EDUCATION**

**University of Southern California (USC)** 

Los Angeles, CA

M.S. in Computer Science

Jan 2024 - now

**Tsinghua University (THU)** 

Beijing, China

B.E. in Electronic Engineering

Sept 2019 – Jul 2023

**EXPERIENCE** 

**USC Robotic Embedded Systems Laboratory** 

Los Angeles, CA

Research Assistant Advisor: Prof. Gaurav Sukhatme

Feb 2024 – now

Imitation Learning for Bimanual Manipulation

· Adapted ACT and Diffusion Policy for bimanual manipulation tasks in contact-rich environments

**Tsinghua NICS-EFC** 

Beijing, China

Research Intern Advisor: Dr. Chao Yu

Aug 2023 - Jan 2024

Multi-Agent Reinforcement Learning for Drone Control

- Achieved over 90% success in cooperative drone juggling tasks
- Investigated self-play algorithms (e.g., PSRO) in adversarial scenarios
- Replace the motion planning module with RL techniques in a quadrotor ball playing system

### **HKUST Stat and ML Research Group**

Hong Kong, China

Summer Intern Advisor: Dr. Xiao Zhou

Jul 2022 – Oct 2022

Effective Sparsification of Neural Networks

- Implemented smaller dense subnetworks equivalent to sparse ones on Bert, VGG and other architectures
- · Built a framework for a distributed training algorithm to mitigate the dependence on data copying
- Achieved speedup in pretraining Bert with negligible performance loss

Moka HR

Beijing, China

NLP Intern Feb 2023 – Jun 2023

Instance Generation & Embedding

- Developed a data annotation application using Gradio
- · Applied the self-instruct method to create instructions and instances within the HRM domain
- Finetuned and evaluated M3E3, a general-purpose text embedding model for Chinese

# **₽** PROJECTS

#### **O gomoku\_rl**: train an AI to master the game of Gomoku

- Created a GPU-parallelized gomoku environment for a faster reinforcement learning training pipeline
- Implemented PPO, DQN, independent RL and PSRO
- Trained agents to achieve human-level proficiency in Gomoku on a  $15 \times 15$  board within hours

#### SKILLS

Programming Python, C/C++
Simulation Environments Isaac Sim, MuJoCo
Languages Chinese (Native), English

Last Updated: June 8, 2024