SICHENG HE

 \blacksquare sichengh@usc.edu \cdot (+86) 188-0135-6091 \cdot \bigcirc heisc73 \cdot in sicheng-he

EDUCATION

University of Southern California, Los Angeles, CA

01/2024 - now

M.S. in Computer Science (General Track), expected to graduate in May 2026

Tsinghua University, Beijing, China

08/2019 - 06/2023

B.S. in Electronic Information Science and Technology, GPA: 3.54/4

EXPERIENCE

Tsinghua NICS-EFC Beijing, China

08/2023 - 12/2023

Research Intern Advisor: Dr. Chao Yu

Multi-Agent Reinforcement Learning for Drone Control

- Implemented two cooperative tasks for multiple drones within the Omnidrones platform.
- Attained success rates exceeding 90% in training drones to accomplish assigned tasks
- Explored the application of self-play algorithms like PSRO and NFSP in adversarial settings

HKUST Stat and ML Research Group Hong Kong, China

07/2022 - 10/2022

Summer Intern Advisor: Dr. Xiao Zhou

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

02/2023 - 06/2023

NLP Intern

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

- GPU-parallelized simulation, 10^5 FPS for a 15×15 board
- self-play algorithms like NFSP/PSRO

SKILLS

- Programming Languages: Python, C/C++, C#, Golang, Rust
- Tools and Frameworks: Linux, Git, Pytorch, LATEX