YUNZHONG HE

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EDUCATION

University of California, Los Angeles *September 2015 - December 2016*
M.S. in Computer Science, focus on Computer Vision
University of California, Los Angeles *September 2011 - April 2015*
B.S. in Computer Science with a focus on Mathematics
Graduated with Cum Laude, Member of Upsilon Pi Epsilon (Computer Science Honor Society)

WORK EXPERIENCE

Electronic Arts June 2016 - September 2016
Data Engineer Intern at EA Digital Platform - Data Team *Redwood City, CA*

· Developed algorithms for aspect-based opinion mining of EA's game data. Designed models based on dependency grammar, conditional random field and deep learning
· Integrated the algorithms into Hadoop/Spark and created visualization tools for the mining results

Amazon Web Services May 2015 - September 2015
Software Development Engineer Intern at AWS CloudDrive - Content Processing Team *Seattle, WA*

· Designed and implemented the location tagging feature of Amazon Prime Photos. This includes building services on AWS for data extraction, data normalization and indexing
· Analyzed statistics and performed optimizations to scale the services to production

Qualcomm June 2014 - September 2014
Software Engineer Intern at APT Linux Team *San Diego, CA*

· Worked on various features of a test execution engine and a test report management system for Snapdragon processors. Built a testing script monitor using Spring MVC and Hibernate

Silvus Technologies June 2013 - December 2013
Embedded Software Engineer Intern *Los Angeles, CA*

· Worked on Linux customization and networking softwares of MIMO radios. Developed a user authentication and data encryption module using C and shell scripts

RESEARCH AND TEACHING

Communicative Learning that Joins Vision and Language
My research aims to enable AI systems to learn knowledge at all levels through interacting with humans. This includes learning from demonstrations and dialogues
Teaching Assistant at UCLA
Formal Languages and Automata Theory (Fall 2015, Spring 2016, Fall 2016), Mathematical Modeling (Winter 2016)

PUBLICATIONS

Jointly Learning Grounded Task Structures from Language Instruction and Visual Demonstration (**EMNLP 2016**)
Learning Human Utility from Video Demonstrations for Deductive Planning in Robotics (submitted to **IJCAI 2017**)

TECHNICAL SKILLS

Machine Learning	Solid understanding of methods and tools in machine learning and statistical modeling
Big Data Technologies	Familiar with technologies in big data ecosystems like AWS, Hadoop and Spark
Web Development	Java Spring, CodeIgniter, CakePHP, EmberJS, SQL/NoSQL Databases, etc.
Agile Development	Familiar with agile development process and unit testing tools (JUnit, Mockito, etc.)