# Joey Hejna

# Education

## University of California, Berkeley

August 2017 - Present

#### **B.S. Electric Engineering and Computer Science**

GPA: 4.0/4.0

- Regents and Chancellors Scholarship, top <2% of incoming undergraduates. Dean's List, top <10% academics.
- Nominated for CRA outstanding undergraduate research award, Rambus 2017 Innovator of the Future
- Coursework: ML, AI, OS, Algos, Lin. Alg, Probability, Optimization, Info Theory, DeepRL, Data Structures

# Experience

# Robot Learning Lab, Undergraduate Researcher

November 2019 – Present

• Working under the supervision of Professors Pieter Abbeel and Lerrel Pinto (NYU) on problems relating to efficient reinforcement learning and robotics. First-authored two papers in nine-months (see below).

#### Citadel Global Quantitative Strategies, Intern

June 2019 – August 2019

- Developed C++ proxy and API to improve job monitoring, KDB testing scripts for multi-server trading systems.
- Created APIs for trade messages, unified with query systems under a central platform for easy use by traders.
- Explored techniques for reducing RAM usage of tree training libraries. Discovered means for reducing 75% load.

## **Intel AI Products Group, Intern**

May 2018 - August 2018

- Produced demo-products for Intel OpenVino Model Optimizer. Computer vision project <u>featured on intel's blog</u>.
- Documented workflows for AWS model training, explored gradient based explanations for CV and NLP models.

#### Auto Lab, Undergraduate Researcher

Jan 2019 – June 2019

• Integrating object detection models (SSD) with grasp quality networks for robot manipulation using DexNet.

#### Switchboard, Contracted Android Developer

Jan 2018 – August 2018

- Programmed a multi-user voice-communication android app for Berkeley Skydeck Startup via TokBox API.
- Routed user events using SocketIO, guaranteed delivery with ack messages. Custom API for feed, notifications.

# **Publications**

# Hierarchically Decoupled Imitation for Morphological Transfer

Published at ICML 2020

Donald Joseph Hejna III, Pieter Abbeel, Lerrel Pinto. https://arxiv.org/abs/2003.01709

- We overcome different input/output spaces using a hierarchical structure and contribute two key algorithmic improvements motivated by information theory to overcome the domain shift induced in transfer.
- Empirically show that transferring policies across agents offers massive improvements in sample efficiency.

#### **Task-Agnostic Morphology Evolution**

Under Review at ICLR 2021

<u>Donald Joseph Hejna III</u>, Pieter Abbeel, Lerrel Pinto. <a href="https://openreview.net/pdf?id=CGQ6ENUMX6">https://openreview.net/pdf?id=CGQ6ENUMX6</a>

- We introduce the first unsupervised algorithm for agent design optimization using unsupervised objectives.
- Empirically, we outperform task-supervised algorithms in multi-task settings while being 4x as fast.

#### **Improving Latent Representations via Explicit Disentanglement**

 $Course\ Project-Unsupervised\ Learning$ 

<u>Donald Joseph Hejna III\*</u>, Ashwin Vangipuram\*, Kara Liu\*. <a href="http://joeyhejna.com/files/disentanglement.pdf">http://joeyhejna.com/files/disentanglement.pdf</a>

• Introduce 3 methods for disentangling latent representations: cycle loss, divergence penalty, factor prediction.

# Activities

### **EECS Department, Teaching Assistant**

August 2019 - Present

- EECS 127: Optimization Models. Fall 2020. Teaching sections. Course includes lin alg., duality, convex models
- CS 189: Machine Learning. Fall Spring 2020. Weekly sections, office hours, creating questions and content.
- CS 70: Discrete Math and Probability Theory. Fall 2019. Taught two weekly discussion sections, office hours.

# UC Berkeley Launchpad, Project Lead

August 2019 - Present

- Built and taught an introductory curriculum for machine learning and advanced workshops on deep learning.
- Lead students in a project on self-play in reinforcement learning, having an agent learn pong by playing itself.

**Programming:** Python, Java, C, Pytorch, Tensorflow 1.0, NumPy, AWS, Docker, Unix, HTML/CSS, C++ (limited)