

## Education

### University of California, Berkeley | 4.0 GPA

Aug 2017 - Present

Major: B.S. in Electrical Engineering and Computer Science. (\*) denotes A+

- Regents and Chancellors Scholarship, Engineering's Dean's List - top 10%, HKN EECS Honors organization
- CS: Data Structures, Algorithms, Info Systems, Computer Architecture\*, Operating Systems
- Math: Machine Learning, Artificial Intelligence\*, Discrete Math, Probability\*, Real Analysis, Optimization, Signals
- Graduate: Deep Reinforcement Learning, Designing Neural Networks\*, Deep Unsupervised Learning\*

## Experience

### Berkeley AI Research | Undergraduate Researcher

Sept 2019 - Present

- Working under Prof. Pieter Abbeel and Lerrel Pinto on problems in robot learning and morphology.
- Currently exploring techniques for learning optimal robot morphologies and meta-learning in evolutionary algs.

### Citadel | Software Engineering Intern

June 2019 - Aug 2019

- Developed C++ proxy and API to improve job monitoring, leveraged KDB for testing multi-server trading systems
- Created APIs for trade messages, then unified them with query systems under a new central platform for traders.
- Explored techniques for reducing RAM usage of large model training libraries, causing peak reduction of 75%

### Intel AI Products Group | Artificial Intelligence Intern

May 2018 - Aug 2018

- Created demo projects for Intel OpenVino Model Optimizer with AWS DeepLens device, published tutorial.
- Explored gradient based model explanations in image-classification and NLP problems for generalized local estimations of differentiable models. Assessed explainability of adversarial generation via fast gradients.
- Documented workflows for AWS EC2, S3, and SageMaker for training and tuning largescale networks.

### UC Berkeley Auto Lab | Research Assistant

Feb 2019 - Sept 2019

- Integrating object detection models (SSD) with fully convolutional grasp quality networks for one shot object recognition and grasp planning. Designing, testing, and implementing multiple architectures in tensorflow.

### UC Berkeley RISE Lab | Research Assistant

Jan 2019 - Aug 2019

- Leading model curation team for [modelzoo.live](https://modelzoo.live) project for RISE Lab's Clipper machine learning inference system.
- Creating dockized server containers to serve object detection, image classification, and text generation models.

### Switchboard | Android Developer (Contracted)

Jan 2018 - Aug 2018

- Developed professional Android voice messaging application for a Berkeley SkyDeck startup Switchboard.
- Managed multi-user audio recording and streaming with TokBox API. Custom API for feed/status/notifications.
- Routed user events using SocketIO connection. Implemented socket guaranteed delivery with ack messages.

## Publications & Projects

### Hierarchically Decoupled Imitation for Morphological Transfer

ICML 2020

D. Hejna III, P. Abbeel, L. Pinto. Accepted to ICML 2020. (<https://arxiv.org/abs/2003.01709>). We propose two novel imitation based techniques for transferring RL policies across agents with different state & action spaces.

### Improving Latent Representations via Explicit Disentanglement

2020

D. Hejna III\*, A. Vangipuram\*, K. Liu\*. ([joeyhejna.com/files/disentanglement.pdf](http://joeyhejna.com/files/disentanglement.pdf)) Project for graduate unsupervised learning course. Explore three methods of explicitly disentangling learned latent representations in autoencoders.

## Activities

### Teaching Assistant | EECS Department

August 2018 - Present

- EECS 127: Optimization Models. Fall 2020. Teaching linear algebra, optimization, duality, etc.
- CS 189: Machine Learning. Spring 2020. Teaching weekly sections, designing course content.
- CS 70: Discrete Math and Probability Theory. Fall 2019. Leading two weekly sections and office hours.

### Launchpad At Berkeley | AI / ML Developer

Jan 2018 - Present

- Implementing mixture density and recurrent networks for reinforcement learning in compressed environments.
- Utilized the OpenAI reptile and MAML algorithms for meta reinforcement learning with Policy gradients.
- Designed method for unique object tracking in video with YOLOnet, nearest neighbors, and regression models.