Leo Maynard-Zhang

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RESEARCH INTERESTS

Multi-Armed Bandits, Reinforcement Learning, Learning Theory, Game Theory

EDUCATION

University of Washington **Starting 2026**

- M.S. in Computer Science

University of Washington **Graduating 2026**

- B.S. in Computer Science
- GPA: 3.96

RESEARCH EXPERIENCE

Undergraduate Research **June 2024 - Present**

- Theoretical research in Best Arm identification for Non-Stationary Linear Bandits.
- Advised by Maryam Fazel

TEACHING EXPERIENCE

Teaching Assistant **January 2025 - Present**

CSE 446/546: Machine Learning

RELEVANT COURSEWORK

Linear Algebra, Vector Calculus, Discrete Math & Proofs, Differential Equations, Probability & Statistics, Data Structures & Parallelism, Machine Learning, Autonomous Robotics, Real Analysis, Advanced Linear Algebra, Bandits (Graduate-Level), Microeconomic Analysis

(Graduate-Level), Deep Learning (Graduate-Level), Mechanism Design (Graduate-Level), Algorithm Analysis (Graduate-Level)

VOLUNTEERING

Library Tutor - Tutor K-12 students in all subjects.
Library Tech Help - Help those facing issues with their computers.

PROGRAMMING LANGUAGES

Python (NumPy, PyTorch, JAX), Java, LaTeX