

Luxin Zhang

✉ luxinz@andrew.cmu.edu · ☎ (412) 315-5820 · 🌐 lucinezhang.github.io

EDUCATION

Carnegie Mellon University

School of Computer Science

M.S. in Computer Vision

Dec 2019 (Expected) | Pittsburgh, PA

- Current Courses: Machine Learning, Mathematical Fundamentals for Robotics, Computer Vision

Peking University

B.S. in Intelligence Science

Jun 2018 | Beijing, China

- GPA: 3.56 / 4.00 (top 20%)
- Selected Coursework:
 - **AI:** Intro to Pattern Recognition, Intro to Artificial Intelligence, Machine Learning, Intro to Intelligent Robots, Human-Computer Interaction, Intelligent Information System
 - **Math:** Probability Theory and Statistics, Signals and Systems, Information Theory

AWARDS &

ACHIEVEMENTS

- TA in Introduction to Computer Systems at Peking University
- Vice-Minister of Literature and Art Department in the Student Union of EECS at Peking University
- PKU Wu Si Scholarship (top 10%)
- PKU Excellent Research Award

SKILLS

Programming: Python, C/C++, C#,

MATLAB, SQL, HTML/CSS, JavaScript

Platforms & Tools: Keras, TensorFlow, Linux, Git, \LaTeX

Interests: Music, Dancing, Movies, Traveling

LINKS

🐙 github.com/lucinezhang

in www.linkedin.com/in/luxin-zhang-cmu

f Lucine Zhang

OBJECTIVE

Looking for a software engineering or research internship for summer 2019

EMPLOYMENT

Microsoft | Software Engineering Intern

Sep 2017 – Feb 2018 | Beijing, China

Maintenance and Development of LUIS

- Worked on a team to maintain and develop LUIS, a machine learning based service to help users build applications to do language understanding tasks
- Fixed several bugs for LUIS project
- Developed a new built-in model to recognize number ranges in texts in Chinese and English
- Improved the robustness of several existing built-in models by adding new features
- Skills: C#, Regular Expression, Git

RESEARCH

University of Texas at Austin | Research Assistant to Prof. Dana Ballard

Jul 2017 – May 2018 | Austin, TX

Modeling Human Attention for Deep Imitation Learning

- Built a multi-channel deep neural network to predict human attention from the eye tracking data we collected from human experts playing Atari video games, obtained a high AUC of 0.96
- Conducted experiments to show that our learned human attention model could help computer imitate humans and play games better
- Skills: Deep Learning, Keras, TensorFlow, Python, GPU Clusters

Peking University | Research Assistant

2016 – 2017 | Beijing, China

Text Effects Transfer

- Improved the algorithm to generate target stylized image T' by using only a source stylized image S' and a target text image T , without using source text image S
- Implemented different image segmentation methods to recognize the source text from S' , such as KNN clustering based on pixels' feature vectors and level set segmentation based on shape priors
- Skills: Image Style Transfer, Image Segmentation, MATLAB

Cultural Heritage Protection Based on Virtual Reality

- Implemented gesture recognition for user interaction of the display system using HMM
- Achieved an accuracy of 96% on recognizing gestures
- Skills: Machine Learning, Gesture Recognition, C++

PUBLICATIONS

- **L. Zhang**, R. Zhang, Z. Liu, M. Hayhoe and D. Ballard. Learning Attention Model from Human for Visuomotor Tasks, **AAAI 2018 Student Abstract and Poster Program**.
- R. Zhang, Z. Liu, **L. Zhang**, J. Whritner, K. Muller, M. Hayhoe and D. Ballard. AGIL: Learning Attention from Human for Visuomotor Tasks, **ECCV 2018**.
- R. Zhang, Z. Liu, **L. Zhang**, K. Muller, M. Hayhoe and D. Ballard. Visual Attention Guided Deep Imitation Learning, **NIPS 2017 Cognitively Informed Artificial Intelligence workshop**.