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
- Wu Si Scholarship (top 10%), Peking University
- Excellent Research Award, Peking University

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

OBJECTIVE

Looking for a software engineering or research internship for summer 2019

EMPLOYMENT

Microsoft Research Asia | 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 & PROJECTS

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 collected from human experts playing Atari video games, obtained a high AUC of 0.96
- Conducted experiments to show that the learned human attention model could help computers imitate humans and play games better

Skills: Deep Learning, Keras, TensorFlow, Python, GPU Clusters

Peking University
2016 – 2017 | Beijing, China

Static and Dynamic Sign Language Recognition

- Implemented static sign language recognition using CNN, obtained 90% accuracy on 6 categories.
- Achieved an accuracy of 91% on 10 categories, by using a two-stream 3D-CNN on dynamic sign language recognition .
- Implemented dynamic sign language recognition using HMM, achieved 90% accuracy on 6 categories.

Skills: Deep Learning, Machine Learning, Hand Gesture Recognition, Keras, Python, C++

Text Effects Transfer

- Improved the algorithm to generate target stylized image T' by transferring the style in source stylized image S' to target text image T, without the presence of source text image S
- Implemented KNN clustering based on pixels' feature vectors to recognize the source text from S'

Skills: Image Style Transfer, Image Segmentation, MATLAB

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***. [pdf]
- 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***. [pdf]
- R. Zhang, Z. Liu, **L. Zhang** , K. Muller, M. Hayhoe and D. Ballard. Visual Attention Guided Deep Imitation Learning, ***NIPS 2017 CIAI Workshop***. [pdf]