

ELIAS OLIVER CHANG

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EDUCATION

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| UC Santa Cruz Ph.D. Computer Science | Santa Cruz, CA Sep 2022 - Current |
| Pomona College B.A. Computer Science; B.A. Mathematics | Claremont, CA Sep 2018 - May 2022 |

EXPERIENCE

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| UC Santa Cruz CSE <i>Graduate Student Researcher</i> | Santa Cruz, CA September 2022 - Current |
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- Investigating the sim-to-real reality gap problem in autonomous vehicles
- Interested in seeing if explanations verify robustness of complex systems
- Trained a PyTorch object-detection model with accuracy up to 75% on NuImages

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| Pomona College ARCS Lab <i>Computer Vision and Robotics Research Assistant</i> | Claremont, CA May 2021 - August 2021 |
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- Trained a regression CNN to navigate a maze with average 95% maze completion rate in simulation
- Programmatically created a bot to collect images for a dataset which increased navigation performance by at least 50%
- Wrote robust Python scripts that tabulate and visualize CSV results
- Applied a focal loss function in PyTorch to address dataset imbalance; this increased accuracy rates by 20%

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| Pomona College Data Science Research Circle <i>Statistics Research Assistant</i> | Claremont, CA January 2020 - June 2020 |
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- Implemented a logistic regression model to show the probability of being searched by the police given multiple variables, revealing a true positive rate of 74% and successfully replicating experiments
- Wrote an R script that used SQL to query many small datasets to concatenate and augment them into a novel dataset
- Made training time about 10 times faster by calling recursive functions

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| Pomona College FAIM Lab <i>AI Research Assistant</i> | Claremont, CA Aug 2019 - December 2019 |
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- Tensorized an AI social simulation game called Comme il Flow using TensorFlow
- Improved runtime of a procedural generation system
- Parse HTML data using standard Python libraries and then stored data as NamedTuple

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| Caltech, Tsao Lab <i>Neuroscience Research Assistant</i> | Pasadena, CA May 2019 - August 2019 |
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- Ran a behavioral experiment on a photostimulated mice to see if they exhibit object craving behavior in a head-fixed paradigm; photostimulated the MPA-vPAG circuit.
- Fabricated a testing apparatus where mice stand on a track ball by 3D printing, laser cutting, and soldering materials
- Designed 3D printed laser sensor mounts in SketchUp and attached them to a ball to track the movement of a mouse
- Wrote reusable MATLAB code to make histograms, heatmaps, and movies of the mouse's eye with live plotting

SKILLS

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| Programming Languages: | Java (expert), Python (expert), MATLAB (proficient), R (expert) |
| Technical Tools: | SQL, git, command line, terminal, Arduino, Ubuntu |
| Languages other than English: | Spanish (native speaker) |

PUBLICATIONS

Chang, O., Marchese, C., Mejia, J., and Clark, A. (2021) "Investigating Neural Network Architectures, Techniques, and Datasets for Autonomous Navigation in Simulation" *IEEE Symposium Series on Computational Intelligence*

AWARDS

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| Cal Grant Recipient | California Student Aid Commission 2018, 2019, 2020, 2021 |
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| NCAA DIII Cross Country National Champions | NCAA 2019, 2021 |
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| Pell Grant Recipient | Federal Student Aid 2018, 2019, 2020, 2021 |
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