

# ELIAS OLIVER CHANG

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## EDUCATION

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

## EXPERIENCE

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<b>UC Santa Cruz CSE</b>	Santa Cruz, CA
<i>Graduate Student Researcher</i>	September 2022 - Current

- 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

<b>Pomona College ARCS Lab</b>	Claremont, CA
<i>Computer Vision and Robotics Research Assistant</i>	May 2021 - August 2021

- 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%

<b>Pomona College Data Science Research Circle</b>	Claremont, CA
<i>Statistics Research Assistant</i>	January 2020 - June 2020

- 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

<b>Pomona College FAIM Lab</b>	Claremont, CA
<i>AI Research Assistant</i>	Aug 2019 - December 2019

- 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

<b>Caltech, Tsao Lab</b>	Pasadena, CA
<i>Neuroscience Research Assistant</i>	May 2019 - August 2019

- 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

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**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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<b>Cal Grant Recipient</b>	California Student Aid Commission 2018, 2019, 2020, 2021
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<b>NCAA DIII Cross Country National Champions</b>	NCAA 2019, 2021
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<b>Pell Grant Recipient</b>	Federal Student Aid 2018, 2019, 2020, 2021
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