

PATRICK YIN

patrickhaoy@berkeley.edu ◇ patrickyin.me ◇ linkedin.com/in/patrickhaoy ◇ github.com/patrickhaoy

EDUCATION

University of California, Berkeley — B.A. Computer Science, GPA: 4.0 August 2019 - Present

- Regents' and Chancellor's Scholar — Merit-based scholarship for the top 2% of undergraduates at UC Berkeley
- Coursework: ML, DL, AI, Probability, Optimization, Algorithms, Parallel Programming, Computer Architecture

EXPERIENCE

Berkeley AI Research — Undergraduate Researcher July 2020 - Present

- Working with Prof. Sergey Levine on robotics and reinforcement learning. Published three papers (see below).

Ambi Robotics — Machine Learning / Computer Vision Engineer Intern January 2022 - May 2022

- Worked on improving the computer vision system which powers Ambi's parcel sorting system, AmbiSort.
- Investigated utilizing real-world production data for training, upgrading Ambi's computer vision system to use 3D neural networks, and creating rigorous A/B testing protocols and statistical analyses.

UiPath — Software Engineer Intern June 2021 - August 2021

- Pushed over 30 Git commits to production on the UiPath Insights team.
- Developed Snowflake/SQLServer connections and queries using C# and .NET Core to capture data from bots.
- Created and deployed Kubernetes jobs calling Looker API to authenticate users and manage client dashboards.

PUBLICATIONS

Kuan Fang, **Patrick Yin**, Ashvin Nair, Homer Rich Walke, Gengchen Yan, Sergey Levine. "Generalization with Lossy Affordances: Leveraging Broad Offline Data for Learning Visuomotor Tasks". *CoRL 2022 Oral*.

Kuan Fang*, **Patrick Yin***, Ashvin Nair, Sergey Levine. "Planning to Practice: Efficient Online Fine-Tuning by Composing Goals in Latent Space". *IROS 2022*.

Philippe Hansen-Estruch, Amy Zhang, Ashvin Nair, **Patrick Yin**, Sergey Levine. "Bisimulation Makes Analogies in Goal-Conditioned Reinforcement Learning". *ICML 2022*.

PROJECTS

Lucent

- Developed a web application that allows users to create automatable workflows for data exploration/processing
- Underwent rapid product iteration by reaching out and pitching to employees from CROs, Gilead, and Oracle

Phyzmo

- Constructed a cross-platform application tracking moving objects and creating visuals based on recorded data for students in physics labs—published to Apple Store

Absent

- Launched an iOS app coaching non-native speakers to improve their accent by analyzing their accent through voice recordings and providing feedback using word-level confidence analysis

SKILLS AND INTERESTS

Languages

Python, C/C++, Java, JavaScript/TypeScript, Swift, HTML/CSS, SQL, Bash, Powershell

Frameworks/Tools

PyTorch, Tensorflow, GCP/AWS/Azure, CUDA, OpenMP, Docker, Kubernetes, React, Git

Interests

windsurfing, running, basketball, weightlifting, podcasts, lofi, 3D printing, Mandarin