SHENAO ZHANG

1087 Westshire Place 30318, Atlanta, Georgia.

shenao@gatech.edu | https://shenao-zhang.github.io

EDUCATION

Georgia Institute of Technology *May 2020 - Present*
M.S. in ECE, GPA: 3.88/4.00

Georgia Institute of Technology *January 2021 - Present*
M.S. in CSE, GPA: 4.00/4.00

South China University of Technology *August 2016 - May 2020*
B.Eng. in EE (information engineering innovation class)

University of California, Berkeley *January 2019 - May 2019*
Visiting student at Department of EECS, GPA: 3.90/4.00

RESEARCH INTERESTS

Reinforcement learning, robotics and the analysis of machine learning algorithms from stochastic and Bayesian perspectives.

PUBLICATIONS

[1] **Shenao Zhang**. Dual Conservative Policy Update for Efficient Model-Based Reinforcement Learning. Under review at *Neural Information Processing Systems (NeurIPS)*, 2021. Full paper.

[2] **Shenao Zhang**, Li Shen, Lei Han, Li Shen. Learning Meta Representation for Agents in Multi-Agent Reinforcement Learning. Under review at *Neural Information Processing Systems (NeurIPS)*, 2021. Arxiv paper.

[3] **Shenao Zhang**, Li Shen, Zhifeng Li, Wei Liu. Structure-Regularized Attention for Deformable Object Representation. Accepted at *Advances in Neural Information Processing Systems (NeurIPS) Workshop*, 2020. Paper website and full paper.

RESEARCH EXPERIENCE

Tencent AI Lab *August 2019 - August 2020*
Research Intern. Advisors: Li Shen, Lei Han and Li Shen *Shenzhen, China*

Columbia University *May 2019 - August 2019*
Research Assistant. Advisor: Bo Wu *New York, NY*

South China University of Technology *September 2017 - January 2019*
Research Assistant. Advisors: Huabiao Qin and Mingkui Tan *Guangzhou, China*

SELECTED PROJECTS

Object Detection *May 2019 - October 2019*
Project paper, advised by Bo Wu *Columbia University, New York*

Computer Graphics *January 2019 - May 2019*
Advisors: Ren Ng and Jonathan Ragan-Kelley *University of California, Berkeley*
- Final project: Cloth Simulation using OpenGL Shader, project website
- Projects of Rasterizer, MeshEdit, PathTracer, Physical Simulation, code and reports can be found here

Gaze Tracking in Natural Light *October 2017 - October 2018*
Project paper, accepted at *International Conference on Control and Automation (ICCA)*, 2019

RELEVANT COURSES

Undergraduate courses: Computer Graphics (CS 184 at UC Berkeley), Intro to AI (CS 188 at UC Berkeley), Algorithms (CS 170 at UC Berkeley), Machine Perception, Information Theory, Deep Learning.
Graduate courses at Georgia Tech: Linear Systems and Controls (ECE 6550), Nonlinear Systems and Control (ECE 6552), Optimal Control and Optimization (ECE 6553), Statistical Machine Learning (ECE 6254), Autonomous Control of Robotic Systems (ECE 6562),

TEACHING

Graduate Teaching Assistant: Head TA of CS 7648: Interactive Robot Learning (Fall 2021) at Georgia Tech.

PROFESSIONAL ACTIVITIES

Conference Review: NeurIPS 2020, NeurIPS 2021, ICLR 2021, RSS 2021.
Journal Review: Neurocomputing.

HONORS AND REWARDS

Second Prize in 2018 Undergraduate Electronics Design Contest	*2018*
Third Prize in 2018 Intel Undergraduate Embedded System Contest	*2018*
Outstanding Freshmen Scholarships (Awarded to 30 among 6,500 students)	*2016*