

SHENAO ZHANG

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EDUCATION

Georgia Institute of Technology M.S. in ECE (Electrical and Computer Engineering), GPA: 3.9/4.0	<i>May 2020 - Dec. 2021 (expected)</i> <i>Atlanta, GA</i>
Georgia Institute of Technology M.S. in CSE (Computational Science and Engineering), GPA: 4.0/4.0	<i>Jan. 2021 - Aug. 2022 (expected)</i> <i>Atlanta, GA</i>
South China University of Technology B.Eng. in EE (information engineering innovation class)	<i>Aug. 2016 - May 2020</i> <i>Guangzhou, China</i>
University of California, Berkeley Visiting student at Department of EECS, GPA: 3.90/4.00	<i>Jan. 2019 - May 2019</i> <i>Berkeley, CA</i>

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

Georgia Tech <i>Research Assistant. Advisor: Evangelos Theodorou</i> Stochastic analysis of reinforcement learning complexity bound.	<i>May 2021 - Present</i> <i>Atlanta, GA</i>
Tencent AI Lab <i>Research Intern. Advisors: Li Shen, Lei Han and Li Shen</i> Computer vision and multi-agent reinforcement learning.	<i>Aug. 2019 - Aug. 2020</i> <i>Shenzhen, China</i>
Columbia University <i>Research Assistant. Advisor: Bo Wu</i> Computer vision.	<i>May 2019 - Aug. 2019</i> <i>New York, NY</i>
South China University of Technology <i>Research Assistant. Advisors: Huabiao Qin and Mingkui Tan</i> Robotics and reinforcement learning.	<i>Sep. 2017 - Jan. 2019</i> <i>Guangzhou, China</i>

TEACHING EXPERIENCE

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

SELECTED PROJECTS

Object Detection

[Project paper](#), advised by Bo Wu

May 2019 - Oct. 2019

Columbia University

Computer Graphics

Advisors: Ren Ng and Jonathan Ragan-Kelley

- Final project: Cloth Simulation using OpenGL Shader, [project website](#)

- Projects of Rasterizer, MeshEdit, PathTracer, Physical Simulation, code and reports can be found [here](#)

Jan. 2019 - May 2019

UC Berkeley

Gaze Tracking in Natural Light

[Project paper](#), accepted at *International Conference on Control and Automation (ICCA)*, 2019

Oct. 2017 - Oct. 2018

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:

Control courses: Linear Systems and Controls (ECE 6550), Nonlinear Systems and Control (ECE 6552), Optimal Control and Optimization (ECE 6553), Autonomous Control of Robotic Systems (ECE 6562).

ML courses: Statistical Machine Learning (ECE 6254), Mathematical Foundations of Machine Learning (ISyE 7750), Machine Learning Theory (CS 7545), Computational Data Analysis (CSE 6740).

PROFESSIONAL ACTIVITIES

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

Journal Review: Neurocomputing.

HONORS AND REWARDS

Georgia Tech's Level A Premier Merit-Based Scholarship

2020

Second Prize in 2018 Undergraduate Electronics Design Contest

2018

Third Prize in 2018 Intel Undergraduate Embedded System Contest

2018

Outstanding Freshman Scholarship (Awarded to 30 among 6,500 students)

2016