

Shun Zhang

CONTACT INFORMATION	Department of Computer Science The University of Texas at Austin 1 University Station A8000 Austin, TX 78712	512-574-3694 jensen.zhang@utexas.edu
RESEARCH INTERESTS	Reinforcement learning, robotics, theoretical machine learning, human cognition.	
EDUCATION	University of Texas at Austin , Austin, TX Integrated B.S./M.S. Program, Computer Science , Jan. 2012 - May. 2015 (Expected) <ul style="list-style-type: none">• Major G.P.A. 3.8. Overall G.P.A. 3.55.• Master Thesis with Prof. Peter Stone. Nanjing University of Aeronautics and Astronautics , Nanjing, China Undergraduate program, Computer Science and Technology, Sep. 2009 - Dec. 2011 <ul style="list-style-type: none">• G.P.A. 88/100.• Transferred to University of Texas at Austin in Jan. 2012.	
RESEARCH EXPERIENCE	Representation Learning in Reinforcement Learning Department of Computer Science University of Texas at Austin	Fall 2014-Spring 2015
	<ul style="list-style-type: none">• Supervisor: Prof. Peter Stone.• Research question: <i>Reinforcement Learning needs abstraction for large-scale problems. Examples are feature extraction and hiarachical learning. Can the learning agent learn such abstraction on the fly?</i>• In progress for Master Thesis.	
	Modular Reinforcement Learning Department of Computer Science and Center for Perceptual Systems University of Texas at Austin	Fall 2014
	<ul style="list-style-type: none">• Supervisor: Prof. Dana Ballard and Prof. Mary Hayhoe.• Research question: <i>Assume human already has Markov Decision Processes (MDP) trained for preliminary tasks, how would these MDPs contribute to the complicated behavior?</i>• Using Inverse Reinforcement Learning to interpret human's behavior, assuming that it is a combination of the MDPs for preliminary tasks.	
	Determining Placements of Influencing Agents in a Flock Department of Computer Science University of Texas at Austin	Fall 2014
	<ul style="list-style-type: none">• Supervisor: Prof. Peter Stone.• Research question: <i>Where should influencing agents be initially located within a flock to maximize their influence on the flock?</i>• Using MASON simulator to evaluate different placements, including border of the flock, grid positions, graph-based positions in the flock.• Paper in preparation: Determining Placements of Influencing Agents in a Flock. Katie Genter, Shun Zhang and Peter Stone.	
	Action Selection in Robotic Motion Learning Department of Computer Science University of Texas at Austin	Fall 2013

- Supervisor: Prof. [Peter Stone](#).
- Research question: *Instead of uniformly randomly selecting actions to try, can a robot explicitly select actions to explore its belief state space?*
- Implementing ASAMI (a model-learning algorithm) on Nao robot using bandit-based exploration.
- Archived in Undergraduate Research Journal in University of Texas at Austin, 2014.

Semi-Autonomous Intersection Management

Summer, Fall 2012

Department of Computer Science
University of Texas at Austin

- Supervisor: Prof. [Peter Stone](#) and Prof. [Tsz-Chiu Au](#).
- Research question: *Can we find a policy better than traffic signals, if human-driven, semi-autonomous and fully-autonomous vehicles are sharing the road?*
- Designing and evaluating a policy that is competent with all three types of vehicles, and performs better than traffic signals.
- Related publication: Semi-Autonomous Intersection Management (Extended Abstract). Tsz-Chiu Au, Shun Zhang, and Peter Stone. Autonomous Agents and Multiagent Systems (AAMAS), 2014.

PUBLICATIONS	<ul style="list-style-type: none"> • Tsz-Chiu Au, Shun Zhang, and Peter Stone. Semi-Autonomous Intersection Management (Extended Abstract). Autonomous Agents and Multiagent Systems (AAMAS), 2014.
PAPERS IN PREPARATION	<ul style="list-style-type: none"> • Katie Genter, Shun Zhang, and Peter Stone. Determining Placements of Influencing Agents in a Flock.
PRESENTATION	<ul style="list-style-type: none"> • Intersection Management with Constraint-Based Reservation Systems. Autonomous Robots and Multirobot Systems (ARMS), 2014.
CONFERENCE ATTENDANCE	<ul style="list-style-type: none"> • Autonomous Agents and Multiagent Systems (AAMAS), Paris, 2014.
AWARDS	<p>Student Awards — University of Texas at Austin</p> <ul style="list-style-type: none"> • Louis E. Rosier Memorial Endowment Scholarship 2013-2014. <p>Student Awards — Nanjing University of Aeronautics and Astronautics</p> <ul style="list-style-type: none"> • Department Scholarships 2009-2011.
COURSES TAKEN	<p>Graduate Level</p> <ul style="list-style-type: none"> • Large Scale Optimization (EE 381V) • Markov Chain and Mixing Time (M 394C) • Machine Learning (CS 391L) • Autonomous Robots (CS 393R) • Randomized Algorithms (CS 388R) • Reinforcement Learning (CS 394R) <p>Undergraduate Level</p> <ul style="list-style-type: none"> • Artificial Intelligence (CS 343) • Principles of Computer Systems (CS 439) • Automata Theory (CS 341) • Information Retrieval (CS 371R) • Programming Languages (CS 345) • etc.

TEACHING EXPERIENCE	Undergraduate Teaching Assistant (Proctor) CS 301K Foundations of Logical Thought with Dr. Jacob Schrum Department of Computer Science, University of Texas at Austin	Fall 2013, Spring 2014
INDUSTRIAL EXPERIENCE	SDE Intern at Amazon Seattle, WA	Summer 2014
	SDE Intern at Semantic Designs Austin, TX	Summer 2013
LANGUAGES	<ul style="list-style-type: none"> • Natural languages: Mandarin Chinese (native), English (fluent), Japanese (preliminary). • Programming languages: Proficient in programming in Python, Octave/Matlab, Java, C/C++; Familiar with Lisp, Oracle SQL, L^AT_EX, Web Development Languages (HTML, JavaScript, PHP), Perl, Scala. 	