

Zeping Zhan

Personal

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Google Scholar: scholar.google.com/citations?user=3EYZZPEAAAAJ

Education

University of California, Santa Cruz

2013 - 2017

B.S. in Computer Science: Computer Game Design with Honors

New York University

2018 - Present

M.S. in Computer Science

Experience

University of California, Santa Cruz / Junior Specialist

Oct 2017 - Aug 2018

- Designed and trained a deep convolutional neural network for which the bottleneck layer formed the vector representation used in a retrieval system.
 - Collaborated in a team to implement a visual search engine.
 - Modified a game platform emulator to allow external control from Python and used this to automatically extract screenshots and memory state data from pre-recorded play sequences.
 - Implemented a Rapidly-Exploring Random Tree to automatically play games to discover their content.
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Publications

Zeping Zhan, Adam M. Smith, "Retrieving Game States with Moment Vectors," *In Proceedings of the Workshop on Knowledge Extraction from Games at the Thirty-Second AAAI Conference on Artificial Intelligence*, 2018.

Xiaoxuan Zhang, **Zeping Zhan**, Misha Holtz, Adam M. Smith, "Crawling, Indexing, and Retrieving Moments in Videogames" *in Proceedings of Conference on the Foundations of Digital Games (FDG)*, 2018.

Zeping Zhan, Batu Aytemiz, Adam M. Smith, "Taking the Scenic Route: Automatic Exploration in Games," *In Proceedings of the Second Workshop on Knowledge Extraction from Games at Thirty-Third AAAI Conference on Artificial Intelligence*, 2019.

Daniel Shapiro, **Zeping Zhan**, Peter Cottrell, Katherine Isbister, "Translating Affective Touch into Text," *in Proceedings of the CHI Conference on Human Factors in Computing Systems*, 2019.

Cinjon Resnick, **Zeping Zhan**, Joan Bruna. "Probing the State of the Art: A Critical Look at Visual Representation Evaluation," *arXiv preprint arXiv:1912.00215*, 2019.

TEACHING

Graduate Teaching Assistant, CSCI-GA.3033-012 Vision Meets Machine Learning

Oct 2019 - Dec 2019

- Gave lecture on Mask-RCNN
- Designed and graded Mask-RCNN assignment
- Designed and graded temporal action localization assignment

Teaching Assistant, CSCI-GA.3033-012 Vision Meets Machine Learning

Jan 2020 - Present

- Class size: 50 students

Undergraduate Research Advising, University of California, Santa Cruz

2017 - 2018

- Yash Dua (B.S.;)
- Misha Holtz (B.S.;)
- Zijie Zhang (B.S.; Next Stop: M.S. student at UCSC)