Zeping Zhan

Personal

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

Education

New York University
2018 - 2020

M.S. in Computer Science

University of California, Santa Cruz
2013 - 2017

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

Publications

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.

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.

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.

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, 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.

Work Experience

Kooick Inc / Research Engineer
Jun 2020 - Present

- Designed and trained a deep neural network model for object detection using a hierarchy of classifiers.
- Collected and managed an object detection and segmentation dataset.
- implemented a range of few-shot object detection methods.

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 and discover their content.

Teaching Experience

Teaching Assistant, CSCI-UA.0480-001 Special Topics: Computer Vision

Jan 2020 - Jun 2020

- Class size: 50 students
- Designed and graded assignments on different topics such as object detection and traffic sign recognition

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

Oct 2019 - Dec 2019

- Class size: 20 students
- Gave lecture on Mask-RCNN
- Designed and graded assignments on different topics such as object detection, instance segmentation and temporal action localization