

Zeping Zhan

Personal

Cell: 831-419-4886

Email: zz2332@nyu.edu

Linkedin: www.linkedin.com/in/zeping-zhan-705638113/

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.
 - Used t-Distributed Stochastic Neighbor Embedding (t-SNE) to visualize the distribution of high-dimensional vectors collected from gameplay recordings.
 - 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 (KEG 18), 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 (KEG-19), 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.