

# GAOYUE (KATHY) ZHOU

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## EDUCATION

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<b>New York University</b>	Aug 2023 – May 2028 (Expected)
Ph.D. in Computer Science	Cumulative GPA: <b>4.0/4.0</b>
<i>Advisor: Prof. Lerrel Pinto, Prof. Yann LeCun</i>	
<b>Carnegie Mellon University</b>	Aug 2021 – Aug 2023
Master of Science in Robotics (MSR)	Cumulative GPA: <b>4.14/4.0</b>
<b>University of California, Berkeley</b>	Aug 2017 – May 2021
B.A., Computer Science & Applied Mathematics	Cumulative GPA: <b>3.94/4.0</b>
Minor, Physics	Dean's List Honors for all semesters

## RESEARCH

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<b>CMU Robotics Institute</b>	Aug 2021 – Present
<i>Advised by Prof. Abhinav Gupta, Dr. Vikash Kumar</i>	
Research focus: Benchmarking, Imitation Learning, Offline Reinforcement Learning, Video Generation, Robotics	
<b>Robotic AI and Learning Lab (RAIL)</b>	Jan 2020 – March 2020
<i>Advised by Prof. Sergey Levine</i>	
Research focus: Deep Reinforcement Learning, Meta-Learning, Pre-Training, Robotics	
<b>Berkeley NLP</b>	June 2021 – Aug 2022
<i>Advised by Prof. John DeNero</i>	
Research focus: Sentiment Analysis, Deception Detection	
<b>UC Berkeley Department of EECS</b>	Aug 2017 – Sept 2018
<i>Advised by Prof. Carlo H. Séquin</i>	
Research focus: Computer Graphics, Modeling 2-Manifold Geometries, Developing CAD Tools	

## PUBLICATIONS

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- G. Zhou\***, V. Dean\*, M. Srirama, A. Rajeswaran, J. Pari, K. Hatch, A. Jain, T. Yu, P. Abbeel, L. Pinto, C. Finn, A. Gupta. Train Offline, Test Online: A Real Robot Learning Benchmark. *Best Paper Award at NeurIPS WBRC 2022. IEEE International Conference on Robotics and Automation (ICRA) 2023* [Website](#) [arXiv](#) [OpenReview](#)
- G. Zhou\***, L. Ke\*, A. Rajeswaran, S. Srinivasa, A. Gupta, V. Kumar, Real World Offline Reinforcement Learning with Realistic Data Source. *IEEE International Conference on Robotics and Automation (ICRA) 2023 and NeurIPS 2022 workshops.* [Website](#) [arXiv](#)
- S. Ibraheem\*, **G. Zhou\***, J. DeNero, Putting the Con in Context: Identifying Deceptive Actors in the Game of Mafia. *Oral presentation at NAACL, 2022* [Website](#) [arXiv](#)
- A. Singh\*, H. Liu\*, **G. Zhou**, A. Yu, N. Rhinehart, S. Levine, Parrot: Data-Driven Behavioral Priors for Reinforcement Learning. *Oral presentation (1.8% of submissions) at the International Conference on Learning Representations (ICLR), 2021* [Website](#) [arXiv](#) [OpenReview](#)

V. Kumar, R. Shah, **G. Zhou**, V. Moens, V. Caggiano, J. Vakil, A. Gupta, A. Rajeswaran, RoboHive: A Unified Framework for Robot Learning. *NeurIPS Systems Datasets and Benchmarks Track, 2023* [Website](#) [arXiv](#)

S. McAleer, G. Farina, **G. Zhou**, M. Wang, Y. Yang, T. Sandholm, Team-PSRO for Learning Approximate TMECor in Large Team Games via Cooperative Reinforcement Learning. *NeurIPS, 2023* [OpenReview](#)

C. H. Séquin, T. Chen, X. Han, N. Jaladanki, **G. Zhou**, Modeling Eva Hild’s Sculpture “Wholly”, *Draft for an EECS Tech Report, EECS Computer Science, University of California, Berkeley*

## INDUSTRY EXPERIENCE

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**Software Engineering Intern, Microsoft Bing**, Bellevue, WA July 2021 – Aug 2021

- Designed and built an intelligent traffic splitter via random forests and ANN that serves as a front-door service benefiting millions of customers of Microsoft Ads.
- Distilled and analyzed raw user data from Cosmos DB and extracted relevant features affecting users’ behavior using Microsoft Substrate and PySpark.
- Achieved a 6% increase in KPI and presented work to the Microsoft Advertising Platform team.

**Software Engineering Intern, Microsoft**, San Francisco, CA May 2020 – Aug 2020

- Worked on *Lobe*, a deep-learning app that builds, trains, and ships custom models via a GUI.
- Built iOS and Android apps that report predictions in real-time using models trained via Lobe.
- Developed a tracking app that stores and displays prediction statistics using React and SQLite.
- Made a tech report on iOS and Android development and presented it to the Office of the CTO.

**Artificial Intelligence Engineer Intern, IPMD, Inc.**, Berkeley, CA Jan 2019 – Jan 2020

- Worked on *Project M*, an AI platform classifying human emotions based on micro expressions.
- Built a Restful API that serves to handle user-uploaded images and returns prediction results.
- Designed and implemented an algorithm of integrating labels returned by the emotion classifier with the actual images that sped up the process by 20x.

## SELECTED AWARDS

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DeepMind Scholarship	2023
Microsoft Tuition Scholarship	2019
Dean’s List Honors	2017, 2018, 2019, 2020, 2021

## TEACHING

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**Teaching Assistant:** Convex Optimization (CMU) Fall 2022

**Teaching Assistant:** Machine Learning (UC Berkeley) Fall 2020

**Content TA:** Information Devices and Systems (UC Berkeley) Fall 2019, Spring 2020, Spring 2021

## SOCIETY MEMBERSHIPS

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Berkeley Engineers and Mentors (BEAM)

Upsilon Pi Epsilon (CS Honors Society)

## SKILLS

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**Languages:** English, Mandarin

**Programming:** Python, Java, C++, C, JavaScript, Swift, SQL, Golang, Matlab, Scheme, HTML

**Frameworks & Tools:** PyTorch, Tensorflow, Git, Linux, React, Django, Apache, XCode, Jupyter Notebook, MAYA