Yancheng Zhu

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EDUCATION

University of Wisconsin-Madison

Bachelor of Science

Majors: Computer Science, Math

Relevant courses: Machine Learning, Algorithmic Game Theory & Mechanism Design, Linear Optimization, Integer Optimization, Probability Theory, Algorithms, Operating System, Database Management System

RESEARCH EXPERIENCE

MARL for Autonomous Cars

Sep 2024 - Present

Sep 2021 - Dec 2024

GPA: 3.97/4.00

Undergraduate Researcher Mentor: Dr. Young Wu

- Investigate classic MARL designs, including DQN, policy gradient and its variants.
- \bullet Implemented a solver for a two-player zero-sum Markov game using linear programming.

Game-theoretic Analysis of Polarized Information

Dec 2023 - Present

 $Undergraduate\ Researcher$

Mentor: Prof. Jerry Zhu, Prof. Kirthevasan Kandasamy, Dr. Young Wu

- Research methods to design a monetary-free mechanism aimed at promoting unbiased reporting by social media agents using game theory principles.
- Developed and proved a potential function, demonstrating one of the systems operates as a potential game, enhancing the understanding of agents' behaviors and game equilibria. Co-authoring a paper summarizing these results.
- Implemented best-response dynamics in Python to analyze the evolution of game dynamics, enabling the validation of proposed mechanisms and exploration of novel configurations.

WISCERS Program

Feb 2023 - May 2023

Undergraduate Researcher Mentor: Prof. Jerry Zhu

- Reviewed the concept of machine teaching and implemented several greedy machine teaching algorithms used for regression and clustering in Python.
- Analyzed the limitations in terms of time complexity of these greedy implementations.
- Examined literature that proved machine teaching to be NP-hard.

PROJECTS

Log-structured File System

Sep 2023 - Dec 2023

- Studied the designing principals of file systems.
- Implemented a log-structured FUSE with basic functionalities such as getattr, mknod, mkdir, read, write, and readdir in C.

Directed Reading Program

Sep 2023 - Dec 2023

- Applied ULMFiT with fast.ai libraries to build models used for text classification.
- Presented basics of NLP, challenges of training a model, and the training result to undergraduate audience.

TEACHING EXPERIENCE

Intro to AI (CS 540)

Sep 2024 - Present

 $Undergraduate\ TA$

• Conduct office hours to help students understand class concepts and debug coding assignments.

Math Learning Center of UW-Madison

Sep2022 - Present

Math Tutor

- Answer students' questions about calculus, linear algebra, and probability; solve problems in students' homework and exams.
- Instructed first-year athletes on fundamental algebra concepts.

PROFESSIONAL SKILLS

Java, Python, C/C++, Gurobi, SQL, Pytorch