

Steven Z. Chen

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Interests

Machine Learning and Deep Learning
Computer Vision and Autonomous Vehicles

Data Science
System Performance and Design

Education

Stanford University 2017 - 2019
MS, Computer Science. Focus: Artificial Intelligence. (**GPA: 4.0**)

University of Texas at Austin 2014 - 2017
BS, Computer Science, Honors. (**GPA: 4.0**)
Minor, Business. Thesis: Prominent Differences in Relative Attributes

Work Experience

NVIDIA – Autonomous Vehicle Software Engineering Intern – Santa Clara 2018
Improved performance of NVIDIA’s autonomous vehicle software at the neural network and system software levels. Built fast, accurate neural network architectures for live perception, and optimized system software for low-latency driving on production hardware.

Riot Games – Data Science Intern – Los Angeles 2017
Worked on distributed ML recommendation algorithms using Python, SQL, and Spark. Built an efficient client-side recommendation system for League of Legends in C++ and Node.js.

Google – Software Engineering Intern – Mountain View 2016
Worked on Google Photos MapReduce infrastructure. Built a storage API for MapReduce pipelines in Java, Python, and Google Cloud Dataflow.

RetailMeNot – Software Engineering Intern – Austin 2015
Built a backend service ranking coupons displayed on RetailMeNot using Python and MongoDB.

Research and Teaching Experience

Stanford University – Graduate Research Assistant 2018 –
Working with Professor Kayvon Fatahalian on high-performance computer vision algorithms for real-time, efficient video understanding.

Stanford University – Graduate Teaching Assistant 2017 – 2018
Fall 2018: CS230 Deep Learning, taught by Andrew Ng and Kian Katanforoosh.
Spring 2018: CS102 Big Data, taught by Dean Jennifer Widom.
Fall 2017: CS161 Algorithms, taught by Mary Wootters and Leonidas Guibas.

UT Computer Vision Group – Research Assistant 2015 - 2017
Worked with Professor Kristen Grauman on computer vision research into visual attribute comparisons. Research published in CVPR 2018.

Published Work

Compare and Contrast: Learning Prominent Visual Differences. S. Chen and K. Grauman.
In IEEE Conference on Computer Vision and Pattern Recognition (**CVPR**), 2018.

Languages and Frameworks

Python, C++, Tensorflow, Keras, Java, SQL, MATLAB — experienced
C, Bash, R, PyTorch, JavaScript — familiar

Honors

UT Dean’s Honored Graduate
Highest UT Austin honors, awarded to fewer than one percent of undergraduate students.

Turing Scholars Computer Science Honors
Dean’s Scholars Science Honors
UT Science Presidential Scholarship