

# Ronald Gao

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949-282-8110 | <https://github.com/zestt> | [ronald.s.gao@gmail.com](mailto:ronald.s.gao@gmail.com) | GPA – 3.29

## EXPERIENCE

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**Center for Vision, Cognition, Learning and Autonomy** Los Angeles, CA  
*Undergraduate Researcher* February 2017 – September 2017

- Research in human behavioral modelling
- Helping build VR platform using Unreal Engine under Professor Song-Chun Zhu

**Ozcan Research Group, HHMI Program** Los Angeles, CA  
*Undergraduate Researcher* February 2017 – September 2017

- Research in using deep learning for biomedical purposes
- Helping implement spatial transformers, dense transformer networks, and porting Python Tensorflow code to Java Imagej app for biologists to use

## EDUCATION

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**University of California, Los Angeles** Los Angeles, CA  
*Bachelor in Computer Science* 2014 – 2018

- Relevant Coursework: \*(means currently taking)  
CS180 – Algorithms & Complexity, CS188 – Machine Learning, CS111 – Operating Systems, EE113 - Digital Signal Processing, CS174A – Intro to Computer Graphics,  
CS174B – Image Reconstruction+ Intro to Computer Vision, EE102 – Systems and Signals,

## PROJECTS

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- **HOTH:** 2016 – Won 2<sup>nd</sup> place for Best Hack out of 30 teams at Hack on the Hill hackathon. A Unity App that used augmented reality to project 3d models of furniture on to a marker.  
<https://devpost.com/software/furniturego>
- **IEEE Micromouse Competition:** 2013 – Won 3<sup>rd</sup> place at Internal IEEE competition at IEEE Micromouse Event. Worked on the software to traverse a maze and reach a center using sensors and floodfill algorithm.
- **NutsAndBolts: 2016** – OpenCV project that identifies nuts and bolts in a given picture using preprocessing.

## SKILLS

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- **C++, Python, Tensorflow**
- **OpenCV, Java**