

ERIC ZHU

410-567-3379 ♦ ezhu2009@gmail.com
<https://github.com/EricZhu718>
<https://www.linkedin.com/in/eric-zhu718/>

EDUCATION

Carnegie Mellon University (CMU)

Sept 2025 - May 2027

- MS in Robotics

University of Maryland (UMD)

Sept 2021 - May 2025

- BS in Computer Science (with Honors) and Mathematics
- GPA: 3.98/4.0, Magna Cum Laude, top 5% of graduating class

Relevant Coursework: Robotics, Cognitive Robotics, Computer Vision, Deep Learning, Algorithms, Data Science, Computer Systems, Discrete Math, Linear Algebra, Multivar Calculus

RELEVANT EXPERIENCE

UMD Perception and Intelligence Group, Machine Learning Research Intern

Sept 2022 - Aug 2025

- Created reinforcement learning and behavior cloning algorithms for robotic policies
- Used Neural Radiance Field machine learning networks for 3D consistent data augmentation
- First Author Paper to two CoRL 2025 Workshops

Amazon, Software Development Engineering Intern

June 2023 - Aug 2023

- Used React.js and Typescript to create visual maps to visualize warehouse robot positions
- Used Amazon Web Services (AWS) to retrieve real-time robot position data for a web application

ACTIVITIES

University of Maryland Teaching Assistant In Computer Science

Aug 2022 - Dec 2022

- TA for two classes: Algorithms and Object-Oriented Design II
Jan 2024 - Dec 2024
- Supported the course instructor by holding weekly office hours to assist the students with understanding course material, homework questions and grading homework and discussion sections (~10 hours per week)

PERSONAL PROJECTS

Location History App

Dec 2022 - Jan 2023

- Developed an ios app in Swift to automatically record the user's location on a map every ~10 minutes

Movie Box Office Machine Learning Revenue Predictions

Sept 2022 - Dec 2022

- Implemented k nearest neighbor, random forest, and artificial neural network models to predict box office revenue of upcoming movies

Online Turn-Based Board Game

June 2021 - Aug 2021

- Created an online website for a popular card-based board game
- Used Javascript, HTML, and CSS to create an GUI with animations

PUBLICATIONS

Preprint, First Author

- Timestep-Weighted Transitions With Hardmined History For Sample Efficient RLHF Diffusion Training

CoRL Workshop, First Author

- NeRF-Aug: Data Augmentation for Robotics with Neural Radiance Fields by Eric Zhu et al
- Project can be found at <https://nerf-aug.github.io/>

Undergraduate Honors Thesis:

- Hindsight Experience Replay in the Visual Domain With Novel View Synthesis Networks

PLOS ONE, Second Author

- Wang Y, Zhu E, Hager ER, Black MM (2022) Maternal depressive symptoms, attendance of sessions and reduction of home safety problems in a randomized toddler safety promotion intervention trial

SKILLS

Packages: Pytorch, Stable-Baselines3, Opencv2, Sklearn, Pybullet, Matplotlib, Pandas, Numpy, Socket

Languages: Python, Matlab, Java, C, Javascript/HTML/CSS, Swift