

# EDWIN PAN

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Founder, leader, and engineer with a demonstrated ability to lead, develop, and communicate. Collaborator with a strong foundation in machine learning, signal processing, and computer vision for ambient machine intelligence.

## EDUCATION

### Master of Science

#### Stanford University

Stanford, California, USA    Sept 2020 – Mar 2023

- Department of Electrical Engineering (GPA: 4.1)
- Research: Ambient Intelligence through computer vision @ Stanford Vision and Learning Lab (SVL) and Interactive Perception & Robotics Lab (IPRL)
- Relevant Coursework: (Graduate level course)  
**Deep Multi-task & Meta Learning, Computational Imaging and Display, Simulation for Robotic Learning, Virtual Reality**

### Bachelor of Science

#### University of Illinois at Urbana-Champaign

Champaign, Illinois, USA    Aug 2016 – May 2020

- Major: Electrical Engineering (Highest Honors, GPA: 3.84)
- Minor: Computer Science
- Relevant Coursework:  
**Computer Vision, Artificial Intelligence, Machine Learning, Machine Learning in Signal Processing**

## SKILLS

### Programming Languages:

Proficient: C, C++, Python, Matlab, PyTorch, TensorFlow

### Teaching:

- Deep Multi-task & Meta Learning (CS330 @ Stanford School of Engineering)
- Business Intelligence from Big Data (OIT367 @ Stanford Graduate School of Business)

## HONORS & AWARDS

### NSF GRFP Honorable Mention

Stanford, California    2022

### Highest Honors Graduate

Champaign, Illinois    2020

### College of Engineering Deans List (6/8 Semesters)

Champaign, Illinois    2016-2020

## EXPERIENCE

### Graduate Research Assistant

#### Stanford Artificial Intelligence Laboratory (SAIL)

Stanford, California    Jan 2022 – Present

- Research team lead, managing groups of (up to) 5 BS/MS/PhD students on large scale research publications.
- Human activities are inherently compositional. Lead development of a model for single-shot action, object, and activity recognition. Model is efficient and performs better than SOTA. Conference paper in-submission.
- Human poses are dynamic, and under-constrained. Co-leading development of a monocular video-based reconstruction using temporal motion biases.
- Human dexterity is a tight choreography of visual-motor control. Currently developing point cloud processing models for extracting fine-grained features from surrounding objects. Specifically, segmenting topological features from the surrounding scene for goal-oriented task completion.

### Computer Vision Research Intern

#### Dawnlight Technologies

Palo Alto, California    Jun 2021 – Sep 2021

- Started with annotations and a large custom dataset, lead the development of an object detection pipeline (from R&D to production) for healthcare applications.
- Fast-paced environment required rapid iteration & performance monitoring.
- Good data is just as important as good models. Took charge of data collection/annotation when this became the limiting factor to improving model performance.

### Cofounder & CTO

#### PreSense

Champaign, Illinois    Jan 2019 – May 2020

- PreSense company pitched in 2019 to Alchemy incubator board. \$50K seed funding from IBM. Built radar perception software (AI + signal processing) for clients.
- Hired 5 other BS/MS students, and built PreSense into a capable team of engineers with a common mission.
- Published multiple research papers & an open-source GitHub repository containing some of our custom infrastructure (340+ stars & growing still).
- Acquired by Uhnder Inc in May 2020.