Clark Peng

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EDUCATION

University of California, Los Angeles   Los Angeles, CA
4.00 GPA | B.S. in Computer Science   *Aug. 2024 – June 2028*
Sage Ridge School   Reno, NV
Valedictorian | 4.54 GPA | USACO Platinum   *Jan. 2021 – June 2024*

EXPERIENCE

Research Intern   June 2025 – Present
HMC Music Retrieval Lab   *Claremont, CA*
- Evaluated music generation models using mechanistic interpretability to see their inner representations of music
- Built a full-stack website and app to stream audio with real-time, continuous playback speed control, using Flask and MongoDB to log participant data for music perception research.

Technical Advisor Intern   Nov 2024 – Present
Scale AI   *Remote*
- Built automated Docker test harnesses to benchmark LLMs on real-world coding tasks.
- Reviewed 100+ coding tasks and codebases for quality control and evaluation for customers
- Designed 20+ chain-of-thought prompts to improve program synthesis accuracy.

Undergraduate Researcher   Oct 2024 – Present
UCLA NLP Group   *Los Angeles, CA*
- Co-authored Best Paper at ICML 2025 Workshop on physical commonsense in video-language models.
- Engineered scalable data generation pipelines in Python to test VideoGen models, increasing benchmark size by $6\times$.
- Designed benchmarks and evaluation metrics to measure dialectal bias in multimodal generative models.

Teaching Assistant, AI Summer Program   May 2024 – Aug 2024
MIT   *Cambridge, MA*
- Taught a full guest lecture on reinforcement learning in Unity; built demos using DQN, PPO, and SAC.
- Created teaching materials (Jupyter notebooks, tutorials, slides) for 30+ students in computer vision and RL.

PROJECTS

Kaggle ML Competitions | *Python, PyTorch, scikit-learn*   2022 – Present
- Silver medalist (top 1.25%) in multiple Kaggle competitions with 4000+ participants; authored 5 gold notebooks with 1000+ downloads.
- Built SoTA pipelines for tabular/CV/NLP/RL tasks; extensive ensembling and optimization experience

Snip.it (in progress) | *React Native, TypeScript, Expo, face-api.js*   May 2025 – Present
- Developing a friend-only college photo-tagging app with opt-in facial recognition using user-provided images. (made during LAHacks)
- Built full-stack architecture and integrated real-time inference using on-device models.

PAPERS

1. Bansal, et al. (2025). *VideoPhy-2: A Challenging Action-Centric Physical Commonsense Evaluation in Video Generation*.

ADDITIONAL ACTIVITIES

ICPC Team: Top 15 in SoCal regionals.

Studio Member: Developed game jam projects and indie titles using Unity and Godot, including "Swingz-Alotl" praised by Riot Games' Scott Rudi.

ACM AI Projects Officer: Led 5-person competition teams, winning silver medals on public ML competitions. Built and trained compact CLIP-style VLMs from scratch

TECHNICAL SKILLS

Languages: Python, Java, C/C++, C#, SQL
Libraries/Frameworks: React Native/Expo, PyTorch/JAX, Flask, HuggingFace, LangChain, NumPy, scikit-learn, Polars, OpenGL, xDit
Tools/Databases: Git, Docker, Weights & Biases, MongoDB