Cem Gokmen

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Mountain View, CA 94041

Education

Stanford University, Stanford, CA

Sep. 2022 - Present

Ph.D. in Computer Science

• Advisor: Prof. Fei-Fei Li

• Interests: Robot learning, learning from demonstrations, reinforcement learning, skill learning

Stanford University, Stanford, CA

Sep. 2020 - Jun. 2022

M.Sc. in Computer Science

GPA: 4.03

Georgia Institute of Technology, Atlanta, GA

Aug. 2016 - Dec. 2018

B.Sc. in Computer Science with Undergraduate Research Certification

GPA: 3.83

Research

Interactive & Embodied Learning

Advised by Prof. Fei-Fei Li, at Stanford Vision & Learning Lab

Jan. 2021 - Present

- Co-created iGibson [Homepage] & BEHAVIOR [Homepage], a simulation environment and a benchmark of common household tasks for embodied AI agents.
- Working on developing new approaches to different long-horizon robotics problems such as perception, memory, object search, and goal understanding / embedding.

Work Experience Research Scientist Intern, NVIDIA Research

AI Algorithms Group, Santa Clara, CA

Jun. 2023 - Sep. 2023

Researching learning end-to-end transformer policies for solving long-horizon robotics tasks.

AI Resident, Google [x] / Everyday Robots

Everyday Robots Simulation Team, Mountain View, CA

Jun. 2022 - Sep. 2022

- Researched generalization of Learning from Demonstrations on real-world robotics problems.
- Published a method to allow robots to ask for help based on an estimate of their likelihood of succeeding in the absence of an explicit "value" signal in Behavioral Cloning.

Software Engineer II, Google

YouTube Premium Team, San Bruno, CA

Feb. 2019 - Sep. 2020

- Developed features across YouTube's Python/C++ backends and Android/iOS/Web frontends.
- Primary developer on free channel memberships for Premium users. Implemented critical user journeys and led software design, providing expertise on in-app messaging methods.

Select **Publications**

- C. Gokmen, D. Ho, and M. Khansari, "Asking for help: Failure prediction in behavioral cloning through value approximation," in 2023 IEEE International Conference on Robotics and Automation (ICRA), 2023, pp. 5821-5828. DOI: 10.1109/ICRA48891.2023.10161004
- C. Li*, R. Zhang*, J. Wong*, C. Gokmen*, S. Srivastava*, R. Martin-Martin*, C. Wang*, G. Levine*, et al., "BEHAVIOR-1K: A benchmark for embodied AI with 1,000 everyday activities and realistic simulation," in 6th Annual Conference on Robot Learning, 2022, (Co-First Author, Best Paper Nominee)
- C. Gokmen, R. Zhang, S. Srivastava, C. Li, M. Lingelbach, R. Martin-Martin, S. Savarese, J. Wu, et al., "Eye-BEHAVIOR: An eye-tracking dataset for everyday household activities in virtual, interactive, and ecological environments," Journal of Vision, Dec. 2022
- S. Srivastava, C. Li, M. Lingelbach, R. Martín-Martín, F. Xia, K. Vainio, Z. Lian, C. Gokmen, et al., "BEHAVIOR: Benchmark for Everyday Household Activities in Virtual Interactive ecOlogical enviRonments," in Conference on Robot Learning (CoRL), 2021
- C. Li, F. Xia, R. Martín-Martín, M. Lingelbach, S. Srivastava, W. Shen, K. Vainio, C. Gokmen, et al., "iGibson v2.0: An object-centric extended simulation for interactive robot learning," in Conference on Robot Learning (CoRL), 2021
- S. Cannon, J. J. Daymude, C. Gokmen, D. Randall, and A. W. Richa, "A Local Stochastic Algorithm for Separation in Heterogeneous Self-Organizing Particle Systems," in International Conference on Randomization and Computation (RANDOM), 2019

Human Languages: English (Fluent), Turkish (Native), French (Advanced), Spanish (Beginner). Programming Languages: Python, Java, C, C++, JavaScript, HTML, CSS, SQL, LATEX.