Email: kevinx.li@outlook.com https://kevinx.li TEL: 734-510-0189

SKILLS

Machine Learning: PyTorch, PyG, HuggingFace, LLaMA-Factory, Python, GGML, C++

Mobile Development: Flutter, SQLite, Rust Web: JavaScript, HTML, CSS, Emscripten, WebAssembly

EDUCATION

• Stanford University

Stanford, CA, U.S.A

2024. 9 - 2026. 6

M.S. in Computer Science; GPA: 4.1/4.3

o Course Highlights: Machine Learning with Graphs, Reinforcement Learning, Animation & Simulation

• University of Michigan

Ann Arbor, MI, U.S.A

B.S. in Computer Science, Minor in Linguistics; GPA: 3.87/4.0, Summa Cum Laude.

2020.9 - 2024.5

- Honors: James B. Angell Scholar (5 consecutive terms of all A's), Class of 1935 Engineering Scholarship (\$2000)
- o Course Highlights: Intro to ML, Intro to NLP, Computer Vision, XR & Society, Programming Languages, Compiler Construction, Intro to Operating Systems, Computer Security

EXPERIENCES

• VideoMultiAgents: A Multi-Agent Framework for Video QA

Stanford University, U.S.A.

2024. 10 - 2025. 3

- o Designed multi-agent framework with modality-specific agents for video QA: Enhanced video understanding by leveraging complementary strengths of video, text caption, and scene graph modalities through multi-agent collaboration.
- Evaluated different multi-agent architectures and identifed Report as strongest for VQA: Report allows organizer agent to aggregate opinions from independent modality-specific agents and improves VQA accuracy by weighing strength of evidence from each modality.
- o Achieved SOTA accuracy on popular video QA benchmarks: Improved previous SOTA on Intent-QA by +6.2%, EgoSchema subset +3.4%, and NExT-QA by +0.4%. Paper under review for ICCV 2025.

• On-Device NLP Library

Shanghai, China

ML Engineer

2024. 7 - 2024. 9

- Developed an efficient NLP library in C++: Implemented efficient transformer inference with GGML for on-device use, supporting word segmentation and named entity recognition for Cantonese and Chinese.
- o Optimized for edge devices: Achieved 17x smaller model size and 3x faster inference compared to HuggingFace's implementation of ELECTRA Small, while maintaining comparable accuracy. Utilized a combination of model compression techniques including layer drop, knowledge distillation, and quantization for better balance between performance and size.
- Deployed cross-platform libraries for Web, Node.js, and Python: Published PyPI and NPM libraries for development and production use cases. Customized CMake configs and C++ interface to build for Mac/Linux with Clang/GCC and WebAssembly through Emscripten.

• LLM Hub Supporting Fine-tuning, Inference, and Evaluation

Shanghai, China

2024. 6 - 2024. 8

ML Engineer at GienTech Technology

- o Devised Evaluations for LLMs: Comprehensively evaluated LLMs on metrics like BLEU, ROUGE, Levenshtein Distance, and LLM-as-a-Judge methods. Incorporated evaluation module into existing PoC product.
- Implemented Instruction Selection and Generation: Leveraged latest techniques like CaR (Clustering and Ranking) and Self-Instruct to select and generate instructions for more efficient and performant fine-tuning.
- Fine-tuned LLMs on Multiple GPUs: Utilized popular frameworks like LLaMA-Factory and Deepspeed to fine-tune open LLMs on multiple GPUs.

• Statically Contextualizing LLMs with Typed Holes

University of Michigan, U.S.A.

2023. 9 - 2024. 8

Researcher

- Enhanced code LLMs with static retrieval: Leveraged semantic context and static error correction capabilities of language servers to enhance LLM code generation accuracy and stem hallucination.
- Boosted LLM coding performance significantly: Static retrieval method resulted in 3.5x more unit tests passed on 5 realistic TypeScript benchmarks, compared to vector retrieval with GPT-4.
- Published at OOPSLA: Research published at OOPSLA 2024 in Pasadena, California.