ANDREI MURESANU

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PROFESSIONAL EXPERIENCE

Research Scientist, under Gillian Hadfield, Vector Institute, Toronto, ON

January 2024 - Present

- 2 papers (NeurIPS, ICLR) in a largely unexplored field pioneering AI safety via normative reasoning for human-AGI collaboration
- Designed core normative module and ran all experiments, achieving a 30% boost in group norm identification and compliance
- Built a fully-expressive text environment creation library with multi-agent support, reducing setup time from 5 days to 4 hours

Research Scientist, under Nicolas Papernot, Vector Institute, Toronto, ON

May 2023 - February 2024

- First author of NeurIPS 2025 submission, proposing prompting for exact unlearning and a new holistic unlearning cost metric
- Designed and ran all experiments, achieving a 99.99% reduction in exact unlearning cost vs state-of-the-art in language settings

Research Scientist, under Animesh Garg, Vector Institute, Toronto, ON

May 2023 - December 2023

- Built the fastest 3D memory benchmark (43% faster) and the most extensive memory test, supporting 3 modalities and 9 tasks
- Found research gap in memory evaluation, proposed solution, wrote positioning; first author on TMLR submission (top journal)
- Conceptualized core idea/algorithm for 3 projects: formal memory definition, hyperbolic geometry for memory, and text-to-sim
- Conducted 5000+ experiments, using 20,000 GPU hours across 24 GPUs, benchmarking memory for 4 popular RL algorithms

Research Scientist, under Jimmy Ba, Vector Institute, Toronto, ON

August 2022 - April 2023

- First author of ICLR paper (1000+ citations, best paper, oral), proposed AI safety use and 70% efficiency boost via binary search
- Set up Vector's first multi-node framework to fine-tune LLMs with 10+ billion parameters. Edited LLM inference code using Jax
- Conducted 7+ day continuous LLM fine-tuning runs, launched 2500+ experiments, and ran large-scale hyperparameter searches

Al Team Lead and CTO, WealthyPlanet, Toronto, ON

April 2023 - Present

- Directed a 12-developer team in engineering Canada's best personal finance engine, saving users \$100k by retirement
- Defined R&D agenda, growing company from concept to beta with 100 customers, increasing valuation from \$3M to \$20M
- Managed a 40k line full-stack codebase supporting 100k users/month with a test framework validating a superhuman optimizer

Principal Investigator, at Triomics via WealthyPlanet, San Francisco, CA

January 2024 - May 2024

- Managed a team of 5 to automate cancer trial eligibility using LLMs, reducing doctor processing time by 10 hours per patient
- Created an MVP 20% more accurate and 90% cheaper than the initial prototype, featured in The Globe and Mail (6M readers)

Computer Vision Research Engineer, NVIDIA, Santa Clara, CA

January 2022 - April 2022

- Served as lead developer of Nvidia's safety-critical FaceID system to be used in 2.2 million luxury vehicles worldwide
- Cut cleaning time of **0.5 billion** images from **50 days to 17 hours** by developing a **new** stochastic dominant identity algorithm
- Attained a 2.3x speed-up by redesigning the face-matching module in Meta Al's DeepFace, a library used by 50,000+ developers
- Matched leading FaceID results within 3% accuracy using unclean images; bias analysis showed 94% certainty across 4 attributes

Research Scientist, under Prof. Chul Min Yeum, University of Waterloo, Waterloo, ON

September 2021 – December 2021

- Initiated development of the world's first autonomous flood risk analysis system, projected to save \$10M annually in Canada
- Proposed a photorealistic synthetic data generation system and developed a 96% in-the-wild accurate door detection module

Machine Learning Engineer, Advanced AI & Analytics Research Team, PerkinElmer, Waterloo, ON

May 2021 - August 2021

- Pioneered a new deep learning approach and developed the global state-of-the-art mass spectrometry analysis software
- Helped design an original confidence metric that was 95%+ accurate, making the model's results more interpretable

Machine Learning Engineer, Geminare, Toronto, ON

May 2020 - December 2020

- Conceptualized an original object-detection process that trained on limited and mislabeled data, saving \$15,000 over 3 months
- Scaled the system to process 250,000+ images using GCP and AWS, reaching 20,000 monthly users across North America
- Designed the core algorithm for a motion-analysis app, allowing table tennis players to compare techniques with professionals

PUBLICATIONS

Large Language Models Are Human-Level Prompt Engineers

Yongchao Zhou*, **Andrei Muresanu***, Ziwen Han*, Keiran Paster, Silviu Pitis, Harris Chan, Jimmy Ba International Conference on Learning Representations (ICLR). 2023

Best Paper Award at NeurIPS 2022 ML Safety Workshop

Oral presentation at NeurIPS 2022 Foundation Models for Decision Making Workshop **1003 citations** as of February 27, 2025

Benchmarks for Physical Reasoning AI

Andrew Melnik, Robin Schiewer, Moritz Lange, **Andrei Muresanu**, Mozhgan Saeidi, Animesh Garg, Helge Ritter Transactions on Machine Learning Research (TMLR). 2023

Awarded the Exceptional Survey Certificate

Unlearnable Algorithms for In-context Learning

Andrei Muresanu, Anvith Thudi, Michael Zhang, Nicolas Papernot Submitted to the International Conference on Machine Learning (ICML). 2024

Normative Modules: A Generative Agent Architecture for Learning Norms that Supports Multi-Agent Cooperation

Atrisha Sarkar, **Andrei Muresanu**, Carter Blair, Aaryam Sharma, Rakshit S Trivedi, Gillian K Hadfield Submitted to the Conference on Neural Information Processing Systems (NeurIPS). 2024 Accepted to the workshop on Foundation Models and Game Theory (FMGT). 2024

Altared Environments: The Role of Normative Infrastructure in Al Alignment

Rakshit Trivedi, Nikhil Chandak, **Andrei Muresanu**, Shuhui Zhu, Atrisha Sarkar, Joel Leibo, Dylan Hadfield-Menell, Gillian Hadfield Submitted to the International Conference on Learning Representations (ICLR). 2025

EDUCATION

Bachelor of Computer ScienceSeptember 2019 – April 2024University of WaterlooWaterloo, Ontario, CanadaRecipient of Research Certificate

Bachelor of Statistics

University of Waterloo

April 2024 – February 2025

Waterloo, Ontario, Canada

SELECTED PROJECTS

Superhuman Poker AI March 2021 – March 2022

Recreated Facebook Al's 2019 "Pluribus" project from scratch and corrected 5+ errors in one of the supporting papers

Unity Neural Network Library

February 2019 – April 2019

Constructed the first-ever Unity neural network library from scratch, used to create backpropagation neural networks

Indie Game Developer

September 2013 – June 2019

Built 40+ games over 6 years. Released on desktop, mobile, and in the browser. Primarily developed with Unity in C#

AWARDS, FELLOWSHIPS, & GRANTS

- (2024) (\$8,000) Vector Institute Research Grant
- (2024) (\$32,000) Vector Institute Research Grant
- (2024) (\$16,800) Vector Institute Research Grant
- (2023) (\$8,000) Georgia Tech Research Grant
- (2023) (\$8,000) University of Toronto Research Grant
- (2022) (\$7,500) Vector Institute Research Grant
- (2019) (\$2,000) University of Waterloo President's Entrance Scholarship

Competition Awards:

- (2019) Top 20 finalist (Top 0.00045%) in C1 Terminal International AI Programming Competition
- (2019) 2nd Place in Toronto Police Hackathon. Presented our idea to the mayor in a televised board meeting
- (2019) Won 1st place and \$5,000 in the DMZ Basecamp pitch competition as co-founder of a non-invasive insulin patch startup

SERVICES

NLP and LLM Workshop Lead at MacHacks | McMaster University

2023

• Computer Vision Workshop Lead at MacHacks | McMaster University

2022

<u>AI</u>	DDITIONAL INFORMATION Coding Languages: Proficient: C, C#, C++, Python, MIPS, ARM, and Scheme/Lisp; working knowledge: SQL, R, MATLAB, and Java
•	Languages: Fluent in English and Romanian; professional working proficiency in French Skills: Git, Docker, NumPy, SciPy, Pandas, OpenCV, CUDA, Scikit-Learn, CNN, data mining, data visualization, computer vision, web scraping, big data, data analytics, deep learning, GPU, parallel programming, simulation, reinforcement learning, PyTorch, TensorFlow, algorithms, GCP, Azure, AWS