

Austin Jiang

+1 (604) 754-1808 | a68jiang@uwaterloo.ca | linkedin.com/in/austin-boyu-jiang | github.com/AustinBoyuJiang

EDUCATION

- **University of Waterloo** Waterloo, ON, Canada
Honours Bachelor of Computer Science | Major GPA: 4.0/4.0 Sep 2025 – Jun 2029
 - **Scholarships:** Mathematics National Scholarship, President's Scholarship of Distinction

EXPERIENCE

- **Multicore Lab, University of Waterloo** Waterloo, ON, Canada
Undergraduate Research Assistant (supervised by Dr. Trevor Brown) | C++, CUDA Sep 2025 – Present
 - Contributed to extending Verlib (PPoPP'24) with **lock-free data structures on GPU** for efficient range queries.
 - Implemented a CPU baseline (hash map with global locking) for controlled performance comparison.
 - Migrated the build to the **CUDA toolchain (nvcc)**, resolving host-device and compiler compatibility issues.
 - Developed a **generic VerlibAdapter abstraction** to support both **versioned and non-versioned** data structures.
- **Wolfram Research** Remote
Research Intern (Wolfram Emerging Leaders Program '25) | Mathematica, Wolfram Kernels Sep 2025 – Present
 - Built a cellular automata **parallel computing** engine with tiled updates and halo exchange for correctness.
 - Implemented sparse frontier updates plus dense scans, achieving a **127% speedup** on low activity states.
 - Designed a **benchmark harness** reporting updates per second, active ratio, and scheduling overhead.
 - Designed a **load balancing strategy** with imbalance monitoring and tile repartitioning across **multiple kernels**.
- **Wolfram Research** Remote
Research Intern (Wolfram Emerging Leaders Program '24) | Mathematica Sep 2024 – Jan 2025
 - Designed a voxelization pipeline converting 3D meshes into binary grids for cellular automata simulation.
 - Developed algorithms to detect unsupported and overhanging regions critical for 3D printing infill.
 - Designed **benchmarking metrics** to measure density, connectivity, and printability of generated infills.
 - Produced a first author research paper with reproducible code and benchmarks, presented at the **Wolfram Technology Conference 2025**.

PROJECTS

- **Lambda Calculus Interpreter** | C++: Built a Lambda Calculus interpreter with a parser, AST, and normal order evaluator, using de Bruijn indices to avoid variable capture and supporting curried forms.
- **LookAround AI, AdventureX (Multimodal Track Winner)** | Python, React: Built a voice controlled multi-agent tour guide using TEN Framework, integrating Google Maps Street View API for route narration.
- **Zebra Giraffe Swap** | Google Cloud Platform, PyTorch: Built a concept-swapping fine-tuning model via selective UNet training, implemented in PyTorch with Hugging Face Diffusers, using a preprocessing pipeline on COCO 2017.
- **Personal Infrastructure & Services** | Linux, FastAPI, SQL: Built & maintained a personal Linux server hosting a full stack website behind Nginx, poste.io email, OpenVPN, cloud storage, and FastAPI + SQL project backends.

AWARDS

- **Meta Hacker Cup Round 2:** Ranked 813th out of 13779 participants overall, top 6% worldwide.
- **Generation Google Scholarship:** Google's flagship undergraduate scholarship for impact in technology (1 of 55).
- **Canadian Computing Olympiad 2024 & 2025:** Achieved silver medals, placing top 10 in a national contest twice.
- **USACO 2024 (Platinum):** Achieved the highest division of the USA Computing Olympiad.

SKILLS

- **Languages/Framework:** C++, C, Python, Java, C#, Bash, JavaScript, TypeScript, Rust, React, Node.js
- **Tools/Libraries:** Linux, Git, CUDA, CMake, PyTorch, TensorFlow, SQL, NumPy, pandas, Docker, Nginx, Flask, FastAPI, Express
- **Concepts:** Concurrency, Lock-Free Data Structures, Memory Models, Parallel Algorithms, High-Performance Computing, Database Systems, Full Stack Development, Data Processing