

# Austin Jiang

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## Experience

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| <b>Undergraduate Research Assistant,</b><br><i>University of Waterloo – Supervisors: Prof. Trevor Brown &amp; Prof. Hong Zhang</i>  | 09/2025 – Present<br>Waterloo, Canada  |
| <ul style="list-style-type: none"><li>• <b>GPU Range Query Dictionary (Prof. Trevor Brown):</b> Extended Verlib (PPoPP'24) with <b>GPU-accelerated data structures</b> for <b>CPU-GPU communication</b>. Implemented <b>trees, hash tables</b>, and <b>lists</b> with <b>lock-free updates</b> across <b>multicore CPUs</b> and <b>NVIDIA GPUs</b>. Built a benchmarking framework (Python + Bash) for reproducible scalability experiments.</li><li>• <b>Model Serving Systems for Generative AI (equivalent to CS 854, Prof. Hong Zhang):</b> Conduct independent research on <b>distributed serving infra</b> for GenAI. Survey recent systems literature and formulate a project topic addressing challenges such as batching, memory/cache management, and scheduling.</li></ul> |  |
| <b>Research Engineer (WELP '24 '25), Wolfram Research</b>   | 06/2024 – 05/2026<br>Remote            |
| <ul style="list-style-type: none"><li>• Build <b>parallel systems</b> for cellular automata with <b>multicore CPUs</b> in Mathematica, including <b>domain partition, halo-region synchronization</b>, and <b>load balancing</b></li><li>• Led a team project on cellular automata-based 3D printing infill, handling algorithms including 3D model voxelization and <b>topological shape optimization</b></li><li>• Designed <b>benchmark experiments</b> and authored a <b>research paper</b> presenting throughput, scalability, and efficiency results</li><li>• Published results on Wolfram Community with 10k+ views, and scheduled to present at the Wolfram Technology Conference 2025</li></ul>   |  |
| <b>Research Fellow (WSRP '24 '25), Wolfram Research</b>   | 06/2024 – 07/2025<br>Boston, USA       |
| <ul style="list-style-type: none"><li>• Conducted two summers of theoretical CS research in <b>lambda calculus</b> and <b>algorithm design</b>, designing constructive algorithms and formal systems.</li><li>• Published open-source functions in the Wolfram Function Repository with <b>full documentation</b>, widely used by the research community.</li><li>• Collaborated with Wolfram researchers on <b>symbolic computation tools</b>, including polygonal tiling generation and <b>discrete neural networks</b>.</li><li>• Acknowledged alongside a Turing Award laureate and recognized as a “21st Century <math>\lambda</math>-Combinator-ist” by Stephen Wolfram</li></ul>   |  |
| <b>Contest Director &amp; Problem Setter, DMOJ: Modern Online Judge</b>   | 06/2022 – Present<br>Remote            |
| <ul style="list-style-type: none"><li>• Directed <b>3 national-level coding contests</b> on Canada’s leading programming platform with <b>1000+ participants</b>.</li><li>• Designed <b>20+ algorithmic problems (data structures, DP, Ad hoc, graph theory, etc.)</b> with full test generation and evaluation infrastructure (USACO Gold to IOI level).</li><li>• Led a 7-member remote team from top universities to deliver contests.</li></ul>   |  |
| <b>Co-Founder &amp; Chief Executive Officer, Happy Hackers Foundation</b>   | 08/2023 – 01/2025<br>Vancouver, Canada |
| <ul style="list-style-type: none"><li>• Co-founded a nonprofit promoting inclusive STEM education; organized 5 hackathons (600+ participants, 28 countries) and raised \$60K sponsorships</li></ul>   |  |

## Projects

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<b>Recap</b> 	07/2025
<ul style="list-style-type: none"><li>• Won <b>1st place</b> (Multimodal Track, 800 participants) at <b>Adventure X</b>, China's largest hackathon.</li><li>• Built a backend with <b>FastAPI</b>, <b>WebSockets</b>, <b>SQL</b>, deployed on <b>CentOS VPS with Nginx</b>.</li><li>• Designed a <b>graph-based knowledge model</b> with <b>memory-decay algorithms</b>, extended into an educational system using <b>Google Street View</b>, <b>TEN Framework</b>, and multimodal voice interaction.</li></ul>	
<b>Zebra Giraffe Swap</b> 	06/2025
<ul style="list-style-type: none"><li>• Built a concept-swapping solution (giraffe ↔ zebra) via <b>selective UNet training</b>.</li><li>• Implemented with <b>PyTorch</b> and <b>Hugging Face Diffusers/Transformers</b>.</li><li>• Designed a <b>scalable preprocessing pipeline</b> on the COCO 2017 dataset.</li></ul>	
<b>ArtifAI</b> 	03/2024
<ul style="list-style-type: none"><li>• Developed a system to distinguish AI-generated and human-made artworks, addressing ethical and copyright challenges in generative AI.</li><li>• Built and deployed the <b>backend with FastAPI</b> on a personal <b>VPS (CentOS + Nginx + SSL)</b>, integrating <b>GPT API</b> as an assistant for copyright queries and creator support.</li><li>• Optimized training to handle <b>memory-intensive models</b>. Scaled the system to <b>4,900+ uses by 200+ users</b>, ensuring backend reliability\transparency in digital art.</li></ul>	

## Honours and Awards

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<b>Canadian Computing Olympiad 2024 &amp; 2025 Silver Medalist</b> , <i>University of Waterloo</i> 	05/2025
Placed <b>top 5 and 6 nationally</b> among the top 20 finalists selected for Canada's national computing olympiad for the IOI selection.	
<b>International Olympiad in Artificial Intelligence (IOAI) Team Canada Selection Finalist</b> , <i>IOAI-Canada</i>	06/2025
<b>Mathematics National Scholarship Recipient (\$25,000)</b> , <i>University of Waterloo</i>	04/2025
Awarded to ~10 students for outstanding academic performance in mathematics and computer science.	
<b>ACSL Senior 2024 Global Finals Gold Medalist</b> , <i>American Computer Science League</i>	04/2024
9th place worldwide	
<b>USACO Platinum Division</b> , <i>USA Computing Olympiad</i>	01/2024

## Education

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<b>Bachelor of Computer Science</b> , <i>University of Waterloo</i>	09/2025 – 04/2030
Advanced Courses Stream (CS 145, CS 146, MATH 145, MATH 146, MATH 147, MATH 148)	Waterloo, ON, Canada
<b>International Baccalaureate Diploma</b> , <i>West Vancouver Secondary School</i>	09/2020 – 06/2025
	Vancouver, BC, Canada