Chunqi Guo

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My Homepage | Github | RG Research Gate | LinkedIn

Education

- **Sichuan Agricultural University**

  B.Sc. in Computer Science and Technology *September 2025 - June 2027*

  B.E. in Landscape Architecture *September 2022 - June 2027*

  ◦ GPA: 86/100 | CET6: 565 *Chengdu, China*

Publications

C=Conference, J=Journal, U=Under Review

[C.1] Yulin Xu*, **Chunqi Guo***, et al. (2026). **Relational Bridging: Leveraging Known-Novel Interactions For Generalized Category Discovery**. In *IEEE International Conference on Acoustics, Speech, and Signal Processing*.

[U.1] **Chunqi Guo**, et al. (2026). **Learning Transferable Visual Models From Natural Language Supervision**. In *International Conference on Machine Learning*.

[U.2] **Chunqi Guo**, et al. (2026). **High-Resolution Image Synthesis With Latent Diffusion Models**. Submitted to *Annual Meeting of the Association for Computational Linguistics*.

[U.3] **Chunqi Guo***, et al. (2026). **Denoising Diffusion Probabilistic Models**. Submitted to *International Conference on Machine Learning*.

[J.1] Other Name, **Chunqi Guo***, et al. (2026). **A Survey on Vision Transformer**. *npj Digital Medicine*.

[U.1] Other Name, **Chunqi Guo***, et al. (2026). **Attention Is All You Need**. In *Neural Information Processing Systems*.

[U.2] **Chunqi Guo***, et al. (2027). **Learning Transferable Visual Models From Natural Language Supervision**. In *International Conference on Learning Representations*.

[U.3] **Chunqi Guo**, et al. (2027). **Language models are few-shot learners**. Submitted to *International Conference on Learning Representations*.

Experience

- **University of California, Irvine** *May 2025 - September 2025*

  Remote Research Collaboration Irvine, USA

  ◦ Submitted a research paper as a co-first author to *ICASSP 2026* ***(4332)***.

  ◦ Proposed the idea of building a novel framework for a semi-supervised learning task.

  ◦ Contributed to the preparation of a research paper, specifically by writting a manuscript, performing data analysis and visualization of experimental results.

- **Xishu Classical Gardens Digital Lab, Sichuan Agricultural University** *November 2024 - Present*

  Research Assistant Chengdu, China

  ◦ Assisted in a deep learning project focusing on computer vision possessing for classical gardens data.

  ◦ Processed and annotated image datasets to train and evaluate models.

  ◦ Leading a personal project, a cross-domain few-shot annotation detection task of the urban sewer pipeline system, specifically by performing data analysis and visualization of experimental results.

Projects

- **LLM-Powered Conversational Agent for Customer Service Automation** *Jan 2024 - Apr 2024*

  Tools: Python, PyTorch, Hugging Face Transformers, LangChain, Docker, AWS Sagemaker [ ]

  ◦ Fine-tuned a pre-trained LLM on 10,000+ proprietary customer interaction logs using LoRA, improving intent accuracy by 15%.

  ◦ Implemented RAG using vector databases to ground responses in current product documentation.

  ◦ Containerized the model endpoint using Docker and deployed a highly available API via AWS Sagemaker, handling peak loads of 50 QPS.

- **High-Throughput Real-Time Object Detection Pipeline** *May 2024 - Aug 2024*

  Tools: Python, TensorFlow, YOLOv8, NVIDIA CUDA, MLflow, Kubernetes, Prometheus [ ]

  ◦ Engineered and optimized a custom YOLOv8 model for identifying 20+ defect types in manufacturing, achieving 93% mAP.

  ◦ Accelerated inference time by 50% using TensorRT optimization, achieving a throughput of 120 FPS.

  ◦ Established an MLOps pipeline with MLflow for experiment tracking and integrated Prometheus for real-time model health and drift monitoring in production.

SKILLS

- **Programming Languages:** Python (Advanced), C
- **Web Technologies:** HTML/CSS, JavaScript (Basic)
- **Mathematical & Statistical Tools:** Linear Algebra, Calculus, Probability Theory, Statistical Modeling, Hypothesis Testing, Matplotlib, NumPy, SciPy
- **3D Modeling:** Blender, Rhino, Sketchup, 3DsMax, Grasshopper, ArcGIS
- **Rendering:** Blender, D5 Render, Unreal Engine 5
- **2D Graphic Design & Digital Media Design:** Adobe Photoshop, Adobe InDesign, Adobe Illustrator, AutoCAD, Stable Diffusion, Sora, Nano banana, Adobe Premiere Pro

HONORS AND AWARDS

- **Sichuan Agricultural University Individual Scholarship** *December 2024*