Chun-Mao (Michael) Lai

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EDUCATION

University of California San Diego

09/2024 - 06/2026La Jolla, California

MS. in Computer Science and Engineering · Courses: Operating Systems, Principles of Database Systems, Recommender Sys and Web Mining.

University of Illinois Urbana-Champaign

08/2023 - 12/2023

Exchange Program in Electrical and Computer Engineering

Urbana, Illinois

• GPA: 4.0/4.0; Courses: Distributed Systems, Machine Learning, The Principles of Safe Autonomics.

National Taiwan University

BSE. in Electrical Engineering

09/2020 - 06/2024

• GPA: 3.97/4.0; Five Machine Learning publications; One-time Dean's List recipient.

Taiwan

• The Member of Phi Tau Phi Scholastic Honor Society of the Republic of China.

SKILLS/QUALIFICATIONS

Python, C/C++, Javascript/Typescript, Golang, Swift, LaTeX, Bash **Programming**

Web Development HTML/CSS, React, NextJS, Tailwind, ThreeJS, NodeJS, ExpressJS, Swagger, GraphQL, Prisma, Flask

Data Analysis MySQL, PostgreSQL, MongoDB, Redis

Machine Learning TensorFlow, Keras, PyTorch, HuggingFace, Scikit-learn

Git, Linux, MacOS, Docker, Kubernetes, GoogleAPI, Spark, Ray, Flyte Technology

WORK EXPERIENCE

Open Source - Flyte 04/2024 - Present

Open Source Contributor

Remote

- Contributed to the Flyte project, a workflow orchestration platform for ML and data pipelines primarily written in Golang and Python, with a codebase of over 1,000,000 lines.
- Developed a core feature by creating a protobul message to support tuple types in the Flyte system, enabling Tuple and NamedTuple usage in Flytekit.
- Implemented a key enhancement enabling Jupyter notebook support through code pickling, along with integration tests to validate its functionality, allowing users to run code remotely from notebook cells.
- Implemented unsafe typing in Flytekit, simplifying the migration of legacy codebases by bypassing strict type checks.
- Fixed the usage of the Any type in Flytekit, allowing the correct use of Any type via the command line with the Click package.

Appier

06/2024 - 08/2024

AI Research Scientist Intern Taiwan. • Enhanced machine learning algorithms in a recommendation system using Diffusion Models to address data inefficiency and imbalance, reducing performance drop by 25%.

Analyzed experimental results to derive key insights and contributed to academic paper writing for the research team.

Taiwan Semiconductor Manufacturing Company(TSMC)

06/2023 - 07/2023

Machine Learning Research Engineer Intern

- Designed and developed an innovative pairwise Style Transfer model for super-resolution images (3M pixels per image), resulting in a 50% reduction in error rates.
- Optimized the data pipeline with Python MPI for image extraction and processing, achieving a 75% reduction in processing time.
- Implemented TensorFlow distributed computing across 2 nodes with 4 A100 GPUs each, boosting training efficiency by 5 times.

EXTRACURRICULAR ACTIVITIES & LEADERSHIP

NTUEE Light Dance 09/2021 - 07/2023

Software Leader, https://www.youtube.com/@ntueelightdance6849

- Led a 25-member team responsible for developing the Light Dance editor service, managing a substantial codebase of 800,000 lines.
- Built the backend service from scratch to facilitate the storage of light dance data (up to 5GB) on a server and provide a co-editing environment.
- Optimized data structure with SQL-based database, reducing client-side latency to less than 1 second per operation.
- Achieved significant visibility with 40,000 views on YouTube for the Light Dance video in 2022.

NTUEE Student Association Information Department

09/2020 - 07/2023

Taiwan

Minister, https://github.com/NTUEEInfoDep

- Led a team of 40 individuals in producing and maintaining student association websites and web services, which included 8 long-standing services and various activity-based services, benefiting over 1,000 students.
- Offered weekly technical courses to NTUEE students and trained department members in website and service development.
- Collaborated with the Student Association to organize NTUEE Week, NTUEE Night, MakeNTU, and other departmental activities.

PUBLICATIONS

- [1] "Diffusion-Rewards Adversarial Imitation Learning", NeurIPs 2024 (First Author)
- [2] "Diffusion Imitation from Observation", NeurIPs 2024
- [3] "Diffusion Model-Augmented Behavioral Cloning", ICML 2024
- [4] "AV-SUPERB: A Multi-Task Evaluation Benchmark for Audio-Visual Representation Models", ICASSP 2024
- [5] "Controllable User Dialogue Act Augmentation for Dialogue State Tracking", SIGDIAL 2022 (First Author)