

Keywords: Computer Vision & Graphics, Algorithm Design

Education



Stanford University

Sept 2023—Jun 2025

• M.S. in Computer Science with a Specialization in Visual Computing

University of California, Los Angeles

Sept 2019-Jun 2023

• B.S. in Computer Science & Applied Mathematics, Magna Cum Laude (GPA: 3.9/4.0)

Publications



MathVista | ICLR 2024

Apr—Oct 2023

- Strategically filtered and pruned problems from 31 Visual Question Answering (VQA) datasets, ensuring consistency, fairness, and ease-of-use.
- Constructed a diverse multi-modal benchmark for large foundation model evaluation.
- Conducted rigorous experiments on 11 prominent foundation models such as Bard, GPT4V.
- Facilitated cutting edge foundation model research through providing a much-needed dataset.

ScienceQA | NeurIPS 2023

Jan—Sept 2022

- Compiled ScienceQA, the first large-scale VQA dataset that covers diverse science questions.
- Conducted an evaluation of state-of-the-art **multi-modal neural systems** on the dataset, using Chain-of-Thoughts prompting, resulting in a notable **4% improvement** in performance.
- Devised an efficient algorithm utilizing hash functions to eliminate duplicate entries from the raw image data, ensuring data integrity and enhancing dataset quality.
- Dataset used by leading research teams at Google, Amazon and many other companies in the evaluation and development of novel large language models.

IconQA | NeurIPS 2022

Jan-Sept 2021

- Collected and curated IconQA, a unique machine learning dataset featuring over 600k icon images and 100k QA pairs, utilizing selenium and pandas.
- Conducted an extensive human performance study on Amazon Mechanical Turk over 5 days.

Relevant Experiences



Student Researcher | Stanford Vision Lab

Oct 2023—Present

- Exploring different research topics for the next year of research.
- Studying 3D visual concept understanding and generation using both neural and physical approaches.

Officer | ACM ICPC at UCLA

Mar 2020—May 2023

- Organized the **nation's biggest student-run coding contest**, CodeSprintLA, drawing participation from a diverse array of **over 500 contestants** worldwide each year.
- Developed a problem testing tool utilizing React, hosted on AWS EC2, enabling **seamless remote problem testing** for fellow organizers.
- Organized and conducted **over 50 workshops** about data structures and algorithms, preparing them for coding contests as well as technical interviews.

Student Researcher | Prof. Bolei Zhou

Jun 2022—Jan 2023

- Studied pretrained diffusion probabilistic model's behavior under guidance
- Developed methods that help improve feature disentanglement in guided generation
- Explored options to allow for more granular control on the image editing task with pretrained diffusion models

Technical Skills



- Python, C, C++, Java, JS, HTML, CSS, Swift, R
- Git. Docker, Linux CLI

- Node, React, Express, MongoDB, Django
- Octave, MATLAB, TensorFlow, PyTorch