

XIAOMIN LI

Seeking Research Scientist/Machine Learning Engineer/Software Engineer Interns of Summer 2022

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EDUCATION

Texas State University, USA

August 2018 - June 2023*(Estimated)

Ph.D. Candidate, Intelligent Multimodal Computing and Sensing (IMICS) Laboratory

GPA 4.0/4.0

Lanzhou University, China (National Ranking: 30)

September 2014 - June 2018

Bachelor of Engineering in Computer Science

GPA: 4.48/5, Ranking: 10/82

TECHNICAL STRENGTHS

Languages

Python, C++, C, Java, Bash, C#, SQL, GLSL/HLSL

Framework & Tools

TensorFlow, PyTorch, Docker, AWS, Matlab, CUDA, OpenMP, OpenGL

Knowledge

Machine Learning, Time Series Data Analysis, Computer Vision,

High-Performance Computing, Parallel Processing, Computer Graphics

SELECTED PUBLICATIONS

- **Xiaomin Li**, Cody Blakeney, and Ziliang Zong. Transfer Learning with Fine-Grained Sparse Networks: From an Efficient Network Perspective, Resource-Constrained Machine Learning (ReCoML) Workshop of MLSys2020 Conference, Austin, TX, USA, 2020.
- Cody Blakeney, **Xiaomin Li**, Yan Yan, and Ziliang Zong. Craft Distillation: Layer-wise Convolutional Neural Network Distillation, IEEE International Conference on Edge Computing and Scalable Cloud (EdgeCom), New York City, USA, 2020.
- Cody Blakeney, **Xiaomin Li**, Yan Yan, and Ziliang Zong. Parallel Blockwise Knowledge Distillation for Deep Neural Network Compression, IEEE Transactions on Parallel and Distributed Computing, Dec. 2020
- Brad Evermana, Narmadha Rajendrana, **Xiaomin Li**, and Ziliang Zong, Improving the Cost Efficiency of Large-scale Cloud Systems Running Hybrid Workloads - A Case Study of Alibaba Cluster Traces, Journal of Sustainable Computing, Oct. 2020.

PROFESSIONAL EXPERIENCE

Machine Learning Intern - Ford Motor Company

June - Aug. 2021 (12 weeks)

Autonomous Vehicle IXPerception Research Group

- Developed an efficient video-based moving object detection pipeline based on image eccentricity and sparse convolution. The image eccentricity algorithm has been used as a fast background subtraction method. Built an object detection model based on sparse convolutions and it achieve 2x speedup on processed foreground images with negligible accuracy loss.

SELECTED PROJECTS

Real-Time Foveated Rendering GPU Energy Consumption Analysis

September 2018 - May 2019

- Implemented two foveated rendering algorithms with forward and deferred rendering pipeline on the game engine, Unity. Measured the CPU and GPU power consumption of the rendering process. Results showed that foveated rendering can significantly reduce rendering computation load and save energy with minor impact on user experience.

Parallelizing Fractal Problem with MPI, OpenMP, and CUDA

January 2019 - May 2019

- Fully utilized the machine computation resources in a distributed system to generate Fractal images in parallel. MPI was used to distribute total frames on multiple nodes. On each node, parts of the frames were assigned to GPUs, used CUDA to parallelize, and the others went to CPUs, used OpenMP to parallelize. The overall results achieved linearly speed up as the number of nodes increased.

Improving Rendered Low Resolution Image Quality Based on GAN

January 2019 - May 2019

- Created a dataset with multiple computer-generated images under different lightings, numbers of objects, and sizes. Used Super-Resolution Generative Adversarial Networks(SRGAN) to repair computer-generated lower resolution images. The proposed method can scale up image resolutions by 4 times with negligible differences comparing to ground truth images.