

Kelvin Huang

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EDUCATION

University of California, Berkeley

Expected: May 2026

Berkeley, USA

Bachelor: Computer Science & Statistics

GPA: 3.94 / 4.00, Distinction

Relevant Coursework: Machine Learning, Artificial Intelligence, Computer Vision, Algorithm Design, Agentic AI, etc.

PUBLICATIONS

[P1] Kelvin Huang, Yi R. Fung, Yue Xiao, Daniel Runfola, Qingyun Wang. **ATLAS: Shielding Geolocation in LVLMs with Zero-Query Universal Perturbations** Accepted (Poster) at the AIGOV Workshop, AAAI 2026.

[P2] Kelvin Huang, Adam ALSayyad, Richik Pal. **AgentTrace: A Structured Logging Framework for Agent System Observability**. In preparation for submission to ICML 2026.

RESEARCH

University of California, Berkeley – Dawn Song Research Group

Sep 2025 – Present

Berkeley, USA

Independent Research Project – Lead Researcher

Advisor: Prof. Dawn Song

- Proposed the first open, research-grade Agent Logging Protocol that layers a cognitive/operational/contextual schema to enable interoperable, audit-ready agent traces across heterogeneous frameworks.
- Introduced observability metrics (coverage, granularity, interpretability, overhead) and a lightweight benchmark to quantify log sufficiency for root-cause analysis, beyond standard runtime and token measures.

University of Illinois Urbana-Champaign – Blender Lab

Apr 2025 – Present

Champaign, USA

Independent Researcher / First Author

Advisors: Prof. Qingyun Wang, Prof. Yi R. (May Fung)

- Developed a pixel- and spectral-domain universal perturbation framework that combines FFT-based phase optimization and GeoHead-guided geolocation supervision to weaken LVLM spatial reasoning under zero-query constraints.
- Implemented a robust optimization framework with EOT augmentation, LPIPS-constrained perceptual loss, and adversarial ℓ_∞ projection, achieving cross-model privacy protection and reproducible transferability.

The University of Hong Kong – HKU-MMLab

Jun 2024 – Sep 2024

Hong Kong, China

Independent Researcher, fully funded by HKU

Advisor: Prof. Xihui Liu

- Research Project: *Stable3DPhysics: Simulating realistic, physics-aligned dynamics by optimizing 3D model physical properties*
- Developed a self-supervised optimization pipeline that learns real-world physics priors from video data to improve 3D realism via a differentiable, physics-aware property encoder embedding material properties into point clouds.

University of California, Berkeley – Levi Lab

Jan 2023 – Dec 2023

Berkeley, USA

Research Assistant – Lead Developer

Advisor: Prof. Dennis Levi

- Engineered a robust real-time data acquisition framework in MATLAB using high-frequency EyeLink sensors, acquiring over 800 million data points to capture the dynamics of a biological sensorimotor system.
- Developed a comprehensive machine learning pipeline, employing CNNs and RNNs for spatiotemporal analysis and SVMs for interpretable, hyperplane-based classification from high-dimensional sensor data.

EXPERIENCE

UC Berkeley CS 61A — Teaching Staff (Office Hours & Lab)

2023

Uisee Technology (Beijing) Ltd — Software Engineer Intern

2022

PROJECTS & AWARDS

MBTIFY — NLP-driven MBTI prediction from fewer than 10 short-answer responses

2023

CalHacks 10.0 InterSystems Challenge — Awarded “Best Use of Integrated Machine Learning”

2023