Zexin Li

Portfolio: zexinli.com

Github: github.com/zexinli0w0

EDUCATION

University of California, Riverside

Ph.D. student of Electronic Engineering GPA: 4.00/4.00

Southern University of Science and Technology

Bachelor of Computer Science and Technology; GPA: 3.57/4.00

Riverside, California, USA

Aug 2022 - Now

Shenzhen, China

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July 2016 - July 2020

EXPERIENCE

University of California, Riverside

Research Assistant

Research Assistant

Riverside, CA, USA

Sep 2022 - Now

- Responsibility: Worked at Dr. Cong Liu's Autonomous Embedded Systems Lab which focuses on inter-disciplinary research including robotic systems, real-time systems, and artificial intelligence.
- Research: Research on boosting the real-time performance of intelligent embedded systems.
- Research: Research on efficient machine learning on safety-critical robotic systems.
- Research: Research on system-level vulnerability of deep learning models on robotic systems.

University of Texas at Dallas

Richardson, TX, USA

Jan 2022 - Aug 2022

- o Responsibility: Worked at Dr. Cong Liu's Real-time Systems Lab which focuses on advanced research on inter-disciplinary research including robotic systems, real-time systems, and artificial intelligence.
- Research: Research on efficient deployment of deep learning models on robotic systems.

Tencent

Shanghai, China

May 2021 - Dec 2021

- Research Internship • Responsibility: Worked at Tencent Youtu Lab which focuses on advanced research on face recognition.
 - Research: Research on transferable adversarial attack on face recognition systems.

Shenzhen, China

- Research & Development Internship Nov 2019 - Jul 2020
 - o Responsibility: Worked at Peer Content Delivery Network (PCDN) team which aims to develop and maintain PCDN system, involving technical stack: C++, C and Docker.
 - o Research: Research on Peer Content Delivery Network (PCDN) optimization, including system-level optimization and application-level optimization.
 - Engineering: Updated the internal web protocol framework in PCDN backend to boost overall transmission speed of videos and decrease the retransmission ratio. Wrote tests for the backend service and deploy grey testing for over 10,000 third-party edge devices.

Publications

- MIMONet: Multi-Input Multi-Output On-Device Deep Learning.: Zexin Li, Xiaoxi He, Yufei Li, Shahab Nikkhoo, Wei Yang, Lothar Thiele, Cong Liu (Submitted to IROS'2023)
- PIMbot: Policy and Incentive Manipulation for Multi-Robot Reinforcement Learning in Social Dilemmas.: Shahab Nikkhoo, Zexin Li, Aritra Samanta, Yufei Li, Cong Liu (Submitted to IROS'2023)
- Sibling-Attack: Rethinking Transferable Adversarial Attacks against Face Recognition.: Zexin Li, Bangjie Yin, Taiping Yao, Junfeng Guo, Shouhong Ding, Simin Chen, Cong Liu (CVPR'2023)
- Efficient algorithms for task mapping on heterogeneous CPU/GPU platforms for fast completion time.: Zexin Li, Yuqun Zhang*, Ao Ding, Husheng Zhou, Cong Liu (JSA'2021)

Honors and Awards

- Dean's Distinguished Fellowship, University of California, Riverside May, 2022
- Tencent Rhino-BirdElite Talent Training Program, Tencent May, 2021
- Outstanding Student Scholarship, Southern University of Science and Technology Nov, 2019
- Special Funds for the Cultivation of Guangdong College Students' Scientific and Technological Innovation Mar, 2019
- Special Funds for the Cultivation of Guangdong College Students' Scientific and Technological Innovation Mar, 2018 SKILLS
- Programming Languages:: C/C++, Python, Rust.
- Machine Learning Frameworks:: Pytorch, Tensorflow, Caffe.
- Robotic Frameworks:: ROS, ROS 2, Autoware.
- Embedded Platforms:: NVIDIA Jetson AGX Orin, NVIDIA Jetson AGX Xavier, NVIDIA Jetson TX2, NVIDIA Jetson Nano, Raspberry Pi, Google Coral Edge TPU.

Reference

- Cong Liu: Associate Professor of University of California, Riverside (UCR).
- Yuqun Zhang: Assistant Professor of Computer Science, Southern University of Science and Technology (SUSTech).