Stefan de Lasa

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Education

University of Toronto, MASc - Computer Engineering **2025 - Present**
Co-supervised by Dr. Nandita Vijaykumar and Dr. Gennady Pekhimenko

University of Toronto, BASc - Computer Engineering **2020-2025**
Graduated with High Honours. CGPA: 3.90/4.0 (Dean's Honour List) (4 years + Co-op year)

Work Experience

Highschool Tutor, *Various Students,* Toronto, ON **Sep 2022 - Present**

- Taught high school students in subjects including **computer science**, mathematics, and physics.
- Tailored lessons for individual student's needs, often raising their marks by a **full letter grade**.

Software Dev. Intern, *CentML (acquired by NVIDIA),* Toronto, ON **Sep 2023 - Aug 2024**

CentML developed tools to make machine learning (ML) deployments more affordable and efficient.

- Sole contributor to ML model **remote compilation** project, optimizing model deployments.
- Enabled developer workflows with a local compilation server. See here:
- Designed ML model compilation caching system, to reduce costs and improve user experience.
- Developed a method to consistently hash ML models, including **LLMs** and **CNNs**.

Undergraduate Research Student, *James Elder, York University,* Toronto, ON **May - Aug 2023**

The Elder Lab is using **image semantics** to improve computer vision monocular **depth estimation**.

- Formulated methods to apply Elder's model to enhance existing ML depth estimation solutions.
- Demonstrated ∼**20%** accuracy improvement over previous depth estimation models.
- Awarded **Student Choice Best Presentation** at the Lassonde Undergraduate Research Conference.

Software Engineer Intern, *PointClickCare (PCC),* Toronto, ON **May - Aug 2022**

PCC creates healthcare software to assist vulnerable populations with out-of-hospital care.

- Wrote front-end code to ease the editing of patient screening templates.
- Extracted user metrics for PCC's Pendo analytics and workflow improvements system.

Selected Projects

3D Gaussian Splatting for Snapdragon (Qualcomm) Hardware **Sep 2024 - Apr 2025**

- Implemented 3D Gaussian Splatting renderer for devices powered by Snapdragon Adreno **GPUs**.
- Profiled renderer to identify key frame rate bottlenecks.
- Recieved **Capstone Administrator's Choice Award** and **Capstone Certificate of Distinction**.

Extra Curriculars

Planning Team Member, *aUtoronto, Self-Driving Car Team,* Toronto, ON **Sep 2023 - May 2024**

The aUToronto planning team develops navigation algorithms for autonomous vehicles.

- Created method to find the fastest route to the nearest empty parking spot.
- Proposed and integrated a technique to reduce map density, improving planning performance >**20%**.

Languages

English - Native Proficiency **French** - Native Proficiency **Polish** - Beginner