Andrew Mei Wu

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Deeply committed to using and improving AI for products that matter.

EDUCATION

The University of Texas at Austin Austin, TX | August 2019-May 2024

B.S. & M.S. in Computer Science - GPA 3.94

- **TA** for Neural Networks Spring 2022
- **Relevant Coursework:** (Grad Courses*)

  Robot Learning*; Planning, Search, and Reasoning under Uncertainty*; Learning for Controls and Dynamics*; Distributed Computing*; Communication Complexity*; Boolean Functions*; Neural Nets; AI; Data Mining; Autonomous Robots 1 & 2; Cyperphysical Systems

EXPERIENCE

Zadar Labs | AI/ML Engineer Intern San Jose, CA | May-August 2023

- Engineered an **object-centric camera-radar depth completion algorithm** achieving a **10x speed improvement** with real-time performance at 180 FPS.
- Adapted and realized a **state-of-the-art unsupervised learning object detector** from LiDAR for radar applications, laying the groundwork for the company's deep learning dataset.
- Identified key marketing opportunities and used my photography skills to help **conceptualize, capture, and edit company photos and videos** resulting in their **first LinkedIn posts, tens of thousands of impressions, and heavily increased business inquiries**.

Amazon | AWS Software Development Engineer Intern Santa Clara, CA | May-August 2022

- Designed and implemented groundwork for a new customer-facing tool for **automatic docker container generation for Machine Learning Applications**, contributing the first code and foundational prototypes for this tool.
- Created workflow to **automatically detect third-party packages and corresponding version sets**, hooking it up with AWS EC2 and AWS SageMaker.

Sandia National Laboratories | Research Intern Albuquerque, NM | May-August 2021

- Developed an **embedded, real-time sensing subsystem combining multiple gamma ray detectors**, determining ideal sensor settings via PID and anomalous radioisotope events via ensembled nets, connected with RabbitMQ messaging and PostgreSQL logging.

PROJECTS

MULTI-TASK BEHAVIOR TRANSFORMERS Python, PyTorch, Hydra, robomimic

- Implemented **Behavior Transformers** for the **robomimic simulation framework** and extended its capabilities for **transfer learning** and **multi-task learning**.
- Achieved **improved generalization in multi-task learning** and observed **positive transfer effects** in robomimic benchmarks.

SUPERTUXKART STATE-BASED AGENT Python, PyTorch

1st of 23 Teams in CS342 Neural Networks Intra-Class Tournament

- Led the development of a state-based agent for a 2v2 Mario Kart-style ice hockey game, **winning among 170+ students**.
- Explored SuperTux internals to optimize **DAgger imitation learning** by generating only wins.
- Designed and compared agents using **REINFORCE, off-policy imitation, and gradient-free optimization**.

GESTURE RECOGNITION CAR Python, PyTorch, ROS

- Led and engineered a PID-based **person-following and tracking system with gesture-based commands like start, stop, follow** by integrating gesture recognition libraries with YOLO on a F1/10 car.

SKILLS

- **Languages:** Python, Go, C++, Java, RISC-V, Bash, SQL
- **Tech & Tools:** PyTorch, ROS, Docker, PyTorch Lightning, Hydra, WandB, RabbitMQ, AWS, Git, DaVinci Resolve, Photoshop