

Gregory Lim Eu Rhen

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EXPERIENCES

Creatz3D

AI Scientist

May 2025 to Sep 2025

Intern

- Trained a novel GraphSAGE-style neural network on proprietary data to efficiently thicken meshes.
- Built an system to automatically fetch publicly accessible data—from Google, LinkedIn, Roblox, X/Twitter, and YouTube—and generate Shopify blog posts.
- Set up a platform to allow users on the same network to privately chat with language models.

Singapore University of Technology and Design

Teaching Assistant

Jan 2025 to Apr 2025

Singapore

- Volunteered to help teach first-year courses on linear algebra and multivariable calculus.

PROJECTS

- Introduced a novel dreaming-inspired neural network component.
 - Trained and evaluated a R50+ViT-B/16 on STEAD to accurately detect earthquake signals with and without the component.
 - Trained and evaluated a MobileNetV2 on a curated waste dataset to accurately detect object recyclability with and without the component.
- Introduced a novel, computationally efficient, and auxiliary-model-free decoding method.
 - Ablated the decoding method against the greedy decoding method using Qwen 2.5 0.5B, Gemma 2 2B Instruct, and Llama 3.1 8B Instruct on standard BoolQ, NumerSense, PG-19, and WikiText tasks.
 - Studied a possible failure mode of the decoding method related to embedding space isotropy.
- Introduced a multi-armed bandit algorithm family for landing fee revenue and emission management at Changi Airport.

EDUCATION

Singapore University of Technology and Design

Bachelor's, Computer Science

Sep 2022 to Apr 2026

Singapore

- **Cocurriculars.** Galois Group Mathematics Club, 3DC Google Developer Student Club.

Stanford University

Exchange, Computer Science

Sep 2024 to Dec 2024

United States

University of British Columbia

Exchange, Linguistics and English History

Jul 2023 to Aug 2023

Canada

- **Course average.** 92.5/100.

ACHIEVEMENTS

- *50.040 Theory and Practice of Deep Learning Top Projects*, Singapore University of Technology and Design, 2025.
- *Singtel Information Systems and Programming First Prize*, Singtel, 2024.
- *10.015 Physical World 1D Project Award*, Singapore University of Technology and Design, 2022.
- *Top 6 Players by Fame*, Realm of the Mad God, 2022.
- *Top Ninja by Fame*, Realm of the Mad God, 2022.
- *Malay (Special Programme) Top in Cohort*, Temasek Secondary School, 2018.
- *Math and Science Book Prize*, Temasek Secondary School, 2017.

- **Natural languages.** English, Chinese, Malay.
- **Source code languages.** C, CSS, HTML, Javascript, Jupyter Notebook, Lua, Makefile, Python, Shell, TeX, VBA.