

## Gregory Lim Eu Rhen

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### EXPERIENCES

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#### Creatz3D

AI Intern

May 2025 to Sep 2025

Singapore

- Trained a novel GraphSAGE-style neural network on proprietary data to efficiently thicken meshes.
- Built an “agentic” 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

Volunteer Teaching Assistant

Jan 2025 to Apr 2025

Singapore

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

### PROJECTS

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- Training a planning-based world model to play Hexanexus.
- 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

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#### 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.

### LANGUAGES

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

### PUBLICATIONS

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- Lim, Gregory. (2025). “Galois Parsimony.” Preprint. <http://philarchive.org/rec/LIMGPD>

## RECOGNITION

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- *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.
- *Malay (Special Programme) Top in Cohort*, Temasek Secondary School, 2018.
- *Math and Science Book Prize*, Temasek Secondary School, 2017.