

# Hotsuyuki Kawanishi

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## SUMMARY

Software Engineer with 4 years of experience in Autonomous Robot (Motion Planning, Perception, Localization & Mapping) and Machine Learning (Large Language Model, Computer Vision). Set to graduate in Dec 2025, eligible for 3 years of OPT + STEM OPT.

## EXPERIENCE

**Waymo**, Mountain View, California

May 2025 – Aug 2025

*Software Engineer, Self-Driving Car - Perception (internship)*

- Incoming software engineer intern for summer 2025.

**University of Tokyo AI Lab (Matsuo Lab)**, Tokyo, Japan

Jan 2024 – Aug 2024

*Machine Learning Engineer, LLM (part-time)*

- Rapidly acquired necessary expertise in LLM within 1 month despite working full-time in a different field (Self-Driving Car), and built an LLM distributed training pipeline with Microsoft Megatron-DeepSpeed and Hugging Face Transformers, achieving successful training of an OpenAI GPT-based 10B generative model on 160 Nvidia H100 GPUs via Google Cloud GPU cluster.
- Led a lecture on pre-training in an online LLM course with 4,000+ participants, accomplishing the highest Net Promoter Score.

**Woven by Toyota**, Tokyo, Japan

May 2021 – Aug 2024

*Software Engineer, Self-Driving Car - Motion Planning (full-time)*

- Enhanced safety validation for Level 4 driverless autonomous vehicles by designing and implementing a prediction evaluator with Agile methods and software development life cycle best practices, e.g. object-oriented design, code reviews, and testing.
- Decreased driver interventions in JP by 30% by debugging the optimization-based trajectory planning modules with teams in the US, e.g. triaging log data, identifying root causes on large codebases, articulating solutions, and managing car experiments.
- Streamlined and accelerated simulation scenario generation process for the motion planning team by 3x efficiency by creating automation scripts that leverage Applied Intuition API and by leading cross-functional collaboration with teams in the US.

**Kanazawa University Advanced Mobility Research Institute**, Kanazawa, Japan

Apr 2020 – Mar 2021

*Research Engineer, Self-Driving Car - Perception (full-time)*

- Improved map data collection process for autonomous vehicles by 2x efficiency by creating a real-time map generation tool.
- Developed perception features by applying research theories to practical applications in a fast-paced environment, including a speed bump detector using LiDAR point cloud and statistical approaches (successfully delivered to a customer company) and a lane line visibility checker using LiDAR-camera sensor fusion and linear algebra (published in an international journal paper).
- Mentored 4 lab students, resulting in 1 paper publication at IEEE IV and 1 patent filing, by providing hands-on guidance.

## EDUCATION

**University of Miami**, Coral Gables, Florida | M.S. in **Software Engineering** (GPA: 4.00)

Dec 2025

Relevant Courses: Machine Learning, Neural Networks, Algorithm Design and Analysis, Software Architecture, Software DevOps

**Kanazawa University**, Kanazawa, Japan | M.Eng. in **Robotics** (GPA: 3.93)

Mar 2020

Relevant Courses: Intelligent Robotics, Dynamics and Control, Master's Thesis on Localization & Mapping for Self-Driving Car

**Chiba University**, Chiba, Japan | B.Eng. in **Mechanical Engineering** (GPA: 3.87)

Mar 2017

Relevant Courses: Linear Algebra, Calculus, Numerical Computation, Analytical Mechanics, Control Theory, Mechatronics

**National Institute of Technology Numazu College**, Numazu, Japan | A.Eng. in **Computer Science** (GPA: 3.81)

Mar 2015

Relevant Courses: Data Structures and Algorithms, Programming, Operating Systems, Computer Graphics, Computer Simulation

## SKILLS

**Languages / Technologies:** C, C++, C#, Python, Shell Script, JavaScript, TypeScript, PHP, SQL, PyTorch, TensorFlow, DeepSpeed, Transformers, W&B, Slurm, Jupyter Notebook, Unity, React, FastAPI, AWS, Azure, GCP, Docker, Jenkins CI, Bazel, Git, Linux, CLI

## PROJECTS

[LLM Distributed Training Pipeline](#) | Python, Shell Script, DeepSpeed, Transformers, Distributed Systems

Apr 2024

- Scalable distributed training pipeline for LLMs on GPU clusters using DeepSpeed ZeRO, 3D Parallelism, and Transformers.

[HuggingGPT using GPT Function Calling](#) | TypeScript, React, Python, FastAPI, Azure, OpenAI API

Jul 2023

- Agentic AI prototype to interact with various Hugging Face APIs through natural language utilizing GPT Function Calling.

[C++ Deep Learning Framework from Scratch](#) | C++, Bazel, Object-Oriented Programming, Unit Testing

Aug 2022

- PyTorch-like deep learning framework architected and implemented from scratch in C++, e.g. layers, optimizers, and autograd.

[Object Detection Model in PyTorch C++ with TensorRT](#) | C++, PyTorch, TensorRT, Conv Neural Net (CNN)

Jan 2021

- SSD300 in PyTorch C++ (instead of Python) with TensorRT for faster performance and lower inference latency in production.

[Robotics Algorithms in Jupyter Notebook](#) | Python, Robotics, SLAM, Localization, Path Planning

Sep 2020

- Python codes for robotics algorithms, e.g. Simultaneous Localization & Mapping (SLAM), localization, and path planning.