KAI MA

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TECHNICAL SKILLS

Languages: Python, C++, Java, JavaScript, MATLAB, Go, Rust, Scheme, Bash

Tools: PyTorch, ROS, TensorFlow, CUDA, JAX, Docker, ONNX, TensorRT, Git, Unix, GCP/AWS, IATEX

WORK EXPERIENCE

Polymath Robotics (YC S22)

May - Aug 2023

San Francisco, CA

Software Engineering Intern

- Led the development and optimization of a robot perception/navigation stack for low-latency 3D object detection and map generation with camera + LiDAR sensor fusion using PyTorch, ROS 2, and C++.
- Designed ROS-based mapping system with individual layers for semantic classes and configurable cost adjustment to allow for flexibility with navigation algorithms and new environments.
- Built ROS integration and costmap generation algorithms for the Compound Eye VIDAS vision system.
- Coordinated with clients and engineering teams to define architecture requirements and evaluate solutions.
- Other projects: LLM integration for robot navigation, automated Kalman filter tuning for faster localization.

Vision and Image Processing Lab, University of Waterloo

Sept - Dec 2022

Deep Learning Research Intern

Waterloo, ON

- Developed perception and robot learning systems for vision-based robotic grasping as part of FLAIROP.
- Built adaptive ensemble models with PyTorch and OpenMMLab to improve object detection in complex scenes.
- Automated label generation and expanded keypoint/pose annotations for the MetaGraspNet synthetic dataset.
- Implemented deep reinforcement learning for high-dimensional control to achieve precise pose-based grasping.

National Research Council Canada / University of Waterloo

Jan - Apr 2022

Machine Learning & Computer Vision Intern

Ottawa, ON

- Designed high-performing models for AI-assisted chest radiography as part of the COVID-Net project.
- Built a robust training pipeline for large-scale distributed training with data and model parallelism.
- Implemented trust quantification, cross-validation, and visualizations to study Vision Transformers.
- Engineered modular framework with self-supervised learning, surrogate loss functions combat limited data and class imbalances using TensorFlow.

WATonomous

Mar 2022 - Present

 $Software\ Engineer\ +\ Research\ Lead$

Waterloo, ON

- Implemented and containerized motion planning solver module with C++ and ROS 2 to generate the kinematic model of our autonomous vehicle, then solve for the next state based on the current trajectory.
- Leading research projects on multimodal trajectory prediction and 3D scene representation with NeRFs.

PUBLICATIONS

- K. Ma, S.He, G. Sinha, A. Ebadi, A. Florea, S. Kohli S. Tremblay, A. Wong, P. Xi, "Towards Building a Trustworthy Deep Learning Framework for Medical Image Analysis", Sensors, 2023.
- K. Ma, P. Xi, K. Habashy, A. Ebadi, S. Tremblay, A. Wong, "Attention-Based Feature Learning for COVID-19 Screening With Chest Radiography", ICML, Healthcare AI & COVID-19 Workshop, 2022.

PROJECTS

SlimeVolleyTeam | gym, NumPy, EvoJAX

- Slime bots working together to play volleyball through reinforcement learning and genetic algorithms.
- Expands self-play training environment and policy algorithms to accommodate multi-agent gameplay and collaborative learning, as well as functionality for observation & action space experiments.
- **♦ Trainer** | TensorBoard, Matplotlib/seaborn, cx-Freeze
 - Developed model training platform for NRC's Industrial Research Assistance Program with distributed training, integrated logging, visualization, hyperparameter setting/importing, and progress tracking.

EDUCATION

University of Waterloo

Sept 2021 - Apr 2026

Honors Bachelor of Applied Science in **Mechatronics Engineering** (Artificial Intelligence Option)

• President's Research Award, Co-op Student of the Year Nominee, Engineering Society