

LAWRENCE FENG

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Education

Carnegie Mellon University

Fall 2022 – Spring 2026

Bachelor of Science in Statistics and Machine Learning

Pittsburgh, Pennsylvania

- Additional major in Artificial Intelligence and minor in Mathematics
- GPA: 3.90

Relevant Coursework

- Introduction to Deep Learning (PhD)
- Deep Reinforcement Learning (PhD)
- Probabilistic Graphical Models (PhD)
- Probability and Mathematical Statistics (PhD)
- Algorithm Design and Analysis
- Parallel and Sequential Data Structures
- Advanced Methods for Data Analysis
- Monte Carlo Methods and Applications

Experience

Inflection AI

June 2025 – Present

Member of Technical Staff Intern

- Co-developed post-training tools for the **open-source** torchtune library, including support for distributed [Qwen2.5-VL fine-tuning \(PR #2868\)](#); required deep understanding of multimodal RoPE and fusion architectures
- Proposed and built benchmark refinement tool leveraging Item Response Theory to transform statistically insignificant LLM-as-a-judge evaluations into reliable discriminative assessments, now part of the company's core evaluation suite
- Core contributor to a company-wide effort on EQ evaluation; surveyed prior work and collaborated on designing a suite of benchmarks, prototyped persona-based LLM simulators, and built synthetic data generation pipelines

Carnegie Mellon Computer Science Department

Fall 2024 – Present

Research assistant advised by Professor Wenting Zheng

- [Developed novel watermark embedding algorithm which makes cryptographic watermarking practical](#)
- Sole programmer managing all aspects: experimental design, implementation, analysis, and progress reporting
- Synthesizing complex experimental results into clear visualizations and accessible summaries for research collaboration

Robotics Institute at Carnegie Mellon

Spring 2024 – Fall 2024

SURA Summer Research Intern

- Explored adapting CoTracker's retrospective dense point tracking into predictive models that output future robot states
- Built automated MuJoCo pipeline that dynamically generates environments and processes incoming model checkpoints
- Uncovered significant robustness failures in state-of-the-art models through systematic environmental variations

Carnegie AI Safety Initiative

Fall 2023 – Present

President (since Fall 2025), Member

- Leading a 200+ member community promoting AI safety; doubled fall recruitment through bold campus initiatives, expanding leadership team, and continuing to lead the [introductory AI alignment fundamentals course](#)

Projects

[Interpreting Vision Language Models](#) | *Python, Hugging Face, TransformerLens*

Fall 2024

- Led a project investigating vision language models using tools like Hugging Face and TransformerLens.
- Found that a language-only sparse autoencoder can provide insights into a multimodal model's black-box behavior
- Demonstrated the ability to alter model behavior predictably by intervening on intermediate activations

[Solving Jigsaw Puzzles using Reinforcement Learning](#) | *Python, PyTorch, Pandas, Git*

Fall 2023

- Led a team of four in designing, implementing, and testing a deep reinforcement learning system inspired by AlphaGo
- Achieved > 90% on image reassembly task through innovative model architecture and tree search
- Managed project timeline, code integration, and technical direction while coordinating team efforts

Awards

[Program on AI and Reasoning \(PAIR\)](#)

Summer 2024

- Accepted on a full scholarship to a competitive 2-week camp focusing on AI, cognition, and rationality

Technical Skills

Programming Languages: Python, R, C, C++, Java, SQL, SML, L^AT_EX, Bash

Developer Tools: GCP, AWS, Git, WandB, Cursor, Jupyter Notebook

Frameworks and Libraries: PyTorch, TensorFlow, Hugging Face, OpenCV, NumPy, Pandas, Matplotlib, ROS