### Weikai Lin

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Rochester, New York - 14620, USA

#### RESEARCH INTERESTS

I am a Ph.D. student at the University of Rochester with a focus on Computer Graphics, VR/AR, Sensor Design, Computer Architecture, and Robotics. My goal is to bridge the gap between hardware and software through system-level design and optimization.

#### **EDUCATION**

• University of Rochester Ph.D., Computer Science 2023 - 2028 (Expected)

NY, USA

· Advisor: Yuhao Zhu

• Research Interests: Computer Graphics, VR/AR, Sensor Design, Computer Architecture.

Peking University

2020 - 2023

M.Sc., Intelligence Science and Technology

GPA: 3.73 / 4.0, equivalent to 90+ / 100

Beijing, China

- Thesis: Sensorimotor coordinated unmanned vehicle autonomous exploration and mapping in unknown environment.
   Advisor: Dingsheng Luo
- Research Interests: Artificial Intelligence, Autonomous Driving, Robotics.

· Tsinghua University

2016 - 2020

B.E., Electronic Engineering

Beijing, China

- Thesis: High-Speed Encoder and Decoder Design and Implementation for Terahertz Communication.
   Advisor: Su Li
- Research Interests: Software-Hardware Co-design, Error Correction Code in Wireless Communication System.

#### WORK EXPERIENCE

#### Advanced Micro Devices, Inc. (AMD)

2022.7 - 2023.2

Co-Op / Intern

Beijing, China

- SLAMs for Autonomous Driving System.
- AMD GPUs Testing and Evaluation.

#### Chinese Academy of Science (CAS)

2021 - 2022 Beijing, China

Co-Op / Intern

• HLS-based (High-Level-Synthesis) wireless communication system development.

#### · Cambricon Technologies Co., Ltd.

2019.7 - 2019.8

Co-Op / Intern

Beijing, China

Neural Networks pruning.

#### **PUBLICATIONS**

C=Conference, J=Journal, A=Arxiv, P=Pattern, \*: Equal contribution

### [C.1] [HW, VR, CG] MetaSapiens: Real-Time Neural Rendering with Efficiency-Aware Pruning and Accelerated Foveated Rendering.

Weikai Lin\*, Yu Feng\*, and Yuhao Zhu

Accepted to ASPLOS 2025 (ACM International Conference on Architectural Support for Programming Languages and Operating Systems 2025).

[Project]

#### [C.2] [AI, CV] Private-Eye: In-Sensor Privacy Preservation Through Optical Feature Separation.

Adith Boloor, Weikai Lin, Tianrui Ma, Yu Feng, Yuhao Zhu, Xuan Zhang

Accepted to WACV 2025 (IEEE/CVF Winter Conference on Applications of Computer Vision 2025).

# [J.1] [HW, VR, CG] Potamoi: Accelerating Neural Rendering via a Unified Streaming Architecture. Yu Feng\*, Weikai Lin\*, Zihan Liu, Jingwen Leng, Minyi Guo, Han Zhao, Xiaofeng Hou, Jieru Zhao, Yuhao Zhu In TACO 2024 (ACM Transactions on Architecture and Code Optimization).

[Paper]

## [A.1] [VR, CG] RTGS: Enabling Real-Time Gaussian Splatting on Mobile Devices Using Efficiency-Guided Pruning and Foveated Rendering.

Weikai Lin, Yu Feng, and Yuhao Zhu

In arXiv preprint arXiv:2407.00435, 2024.

(Preprint and Shortened Version of MetaSapiens)

[Paper] [Code]

#### [C.3] [Robotics] OW3Det: Toward Open-World 3D Object Detection for Autonomous Driving.

Wenfei Hu, Weikai Lin, Hongyu Fang, Yi Wang, Dingsheng Luo

Accepted to IROS 2024 (IEEE/RSJ International Conference on Intelligent Robots and Systems 2024).

### [C.4] [Robotics] Learning Clear Class Separation for Open-Set 3D Detector in Autonomous Vehicle Via Selective Forgetting.

Wenfei Hu, Weikai Lin, Hongyu Fang, Yi Wang, Dingsheng Luo

In RO-MAN 2023 (2023 32nd IEEE International Conference on Robot and Human Interactive Communication).

#### [J.2] [Robotics] A Review of Robot Learning.

Qu, W., Liu, T., Lin, W., & Luo, D.

In Beijing Da Xue Xue Bao, 59(6), 1069-1086, 2023. DOI: 10.13209/j.0479-8023.2023.086.

#### [C.5] [Robotics] Approaching Sound Object with Sensorimotor Coordination when Sensors Partially Damaged.

Shuai Fang, Yaoyao Wei, <u>Weikai Lin</u>, Jianan Zhang, Tianlin Liu, and Dingsheng Luo In *ICDL 2021 (2021 IEEE International Conference on Development and Learning)*.

#### [C.6] [Robotics] Acquiring Robot Navigation Skill with Knowledge Learned from Demonstration.

Yaoyao Wei, Shuai Fang, <u>Weikai Lin</u>, Jianan Zhang, and Dingsheng Luo In *ICDL 2021 (2021 IEEE International Conference on Development and Learning)*.

#### [P.1] [Robotics] Control Method and System for Improving Operation Precision of Robot Arm.

Dingsheng Luo, Xihong Wu, Yifan Yuan, Wenfei Hu, Weiming Qu, Yudi Zou, Jiawen Wang, Hongyu Fang, Weikai Lin In *CN202310068025.4*, China. Published as CN116079730A, 2023.

#### [P.2] [Robotics] Active Auditory Positioning Method for Map-Free Navigation.

Dingsheng Luo, Xihong Wu, Shuai Fang, Jianan Zhang, <u>Weikai Lin</u>, Tianlin Liu In *CN202210079214.7*, China. Published as CN114563011A, 2022.

#### [P.3] [Robotics] Robot Map-Free Navigation Method Based on Time Sequence Information Modeling.

Dingsheng Luo, Xihong Wu, Jianan Zhang, Shuai Fang, Tianlin Liu, <u>Weikai Lin</u>, Hongyu Fang In *CN202110018866.5*, China. Published as CN112857370A, 2021.

#### **PROJECTS**

### [PJ.1] [FPGA, VR] Exploiting Human Color Discrimination for Memoryand Energy-Efficient Image Encoding in Virtual Reality: An FPGA Demo.

*Open-Sourced Project*, including highly optimized CPU/GPU/FPGA implementations. [Code]

#### HONORS AND AWARDS

#### · Baosteel's Outstanding Student Award for HMT Students

2022

Peking University

• Awarded to top-performing students annually, only 9 recipients in 2022, recognizing exceptional achievement.

#### • First Prize in Peking University Challenge Cup

2022

Peking University

• University-level honor awarded for outstanding student innovation and invention.

#### • First Class Scholarship, Scholarship for Taiwan Master's Students

2021

Peking University

• Awarded to top-performing students annually, recognizing academic excellence among students.

#### TEACHING EXPERIENCE

#### · University of Rochester

2024 - present

Teaching Assistant

CSC 257/457: Computer Networks

#### Peking University

2021 - 2022

Teaching Assistant

- Probability Theory and Statistics (Level A)
- o Introduction to Artificial Intelligence

• IEEE ICDL 2021, Website Chair

2021

#### **ADDITIONAL INFORMATION**

Languages: Chinese (Native), English (Good)

Interests: Baseball, FPGAs