XiaoFan (Lucas) Lu

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Education:

- University of California, Irvine
- Computer Science Major, Expected Graduation: 2024
- Relevant Coursework:Natrual Language Processing (Certification available on LinkedIn), Computer Vision, Reinforcement learning

Projects & Research:

- Distributed Transformer Inference optimization Research | October 2023 - present
  - Proposing new ways to optimize heterogeneous transformer inference.
  - Conducted experiments on distributed systems for running Large Language Model inference.
  - identifying and addressing bottlenecks in transformer inference speed.
- Human Pose Estimation Research | January 2023 - November 2023
  - Pre-processed data for computer vision models,
  - Experimented existing human pose estimation models with different datasets,
  - Utilized Unreal Engine 5 for custom dataset creation.
- UCI AI Innovation Challenge - Team Lead, Programmer, Producer. Team Size: 6 | October 2023 - November 2023
  - Find out the potential problem student experience problem for UCI students
  - Fast prototype AI solution to improve student experience. with Streamlit, LangChain, Openai, Pinecone and other python libraries.
  - Lead team meetings and coordinated problem-solving efforts.
- The Last Crucible (Unity 3D) - Team Lead, Programming Lead, Producer

  Team Size: 10 | January 2023 (https://langzhezr.itch.io)
  - Programmed the third person controller, camera, and enemy system.
  - Documented the enemy system and mentored other programmers to work on existing enemy systems.
  - Designed animations' transitions and Audio system, to make the game have a souls-like vibe.

Experience:

- Kaggle Competition Contributor
  - Engaged in competitions focusing on computer vision, natural language processing, and regression.
- Treasurer - Video Game Development Club at UCI
  - Estimate Annual Budget for Club and request funding from University
  - Keep track of each Club expense and fundraising

- UX/UI officer - Video Game Development Club at UCI
  - Host workshops about video game UX/UI techniques in each school quarter. Co-host workshop about video game accessibility with another student organization.

Skills:

- Natural language processing, Computer vision, Pytorch, Tensorflow
- Python, C++, C#
- Github, Trello
- Native Chinese speaker