

Yunze (Lulu) Wei

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EDUCATION

Master of Science in Computer Science, University of Toronto (U of T)

2025 – 2026 (expected)

Supervised by Alec Jacobson

Bachelor of Applied Science & Engineering, University of Toronto (U of T)

2020 – 2025

Major in Engineering Science (Machine Intelligence) + PEY Co-op

Minor in Engineering Business

CGPA 3.72/4.00

RELEVANT COURSES

CSC420 Introduction to Image Understanding

ROB311 Artificial Intelligence

ECE368 Probabilistic Reasoning

ECE353 Systems Software

ECE286 Probability and Statistics

ECE324 Machine Intelligence, Software & Neural Networks

CSC401 Natural Language Processing

ECE421 Introduction to Machine Learning

CSC317 Computer Graphics

AWARDS

Dean's Honour List

2021 – 2025

Best AI Hack, GenAI Genesis 2024 Hackathon

Mar 2024

Best Podium Presentation – Engineering Education Category, UnERD

Aug 2022

RESEARCH EXPERIENCE

Undergraduate Research Student, Toronto Intelligent Systems Lab

Jan 2024 – Apr 2025

Video representations for human-robot imitation learning. Supervised by Prof. Igor Gilitschenski

- Thesis research on learning video representations to allow robot one-shot task imitation by observing human demonstrations
- Designed a novel architecture that conditions a diffusion policy on learned video demonstration embeddings
- Generated paired robot datasets using RoboSuite and MimicGen frameworks

Morphology-conditioned dexterous robotic grasping. Supervised by Prof. Igor Gilitschenski

- Independent project which proposed a new architecture for cross-embodiment robotic grasping that increases out-of-domain success rate on unseen grippers by over 9% compared to baseline
- Leveraged Graph Convolutional Networks and transformer attention to learn latent embeddings for 3D point clouds and end-effector morphology to improve generalization
- Parsed URDF kinematic trees to generate graphs for robot morphology

Research Assistant, Institute for Studies in Transdisciplinary Engineering Education

May - Aug 2022

Learning effectiveness in hybrid instruction modes. Supervised by Dr. Qin Liu and Prof. Greg Evans

- Conducted quantitative descriptive and inferential data analysis from survey data of ~250 students in Excel and SPSS to identify contextual factors that contribute to learning effectiveness and efficiency
- Facilitated student focus group interviews and analyzed transcripts using thematic analysis
- Utilized statistical concepts such as tests of significance and factor analysis to articulate findings

PUBLICATIONS

Y. Wei, M. Attarian, and I. Gilitschenski, “GeoMatch++: Morphology Conditioned Geometry Matching for Multi-Embodiment Grasping,” in *CoRL Workshop on Learning Robot Fine and Dexterous Manipulation: Perception and Control*, Munich, Germany, 2024. Available: <https://openreview.net/forum?id=BMEEPCIWTf>

Q. Liu, G. Evans, Y. Wei, M. Moghaddas, K. Mistry, and T. Kecman, “Engineering Students’ Perceptions of Learning Effectiveness: Implications from the Lived Experiences Amidst a Mixture of In-Person and Online Instruction,” in *Proceedings of the American Society for Engineering Annual Conference & Exposition*, Baltimore, MD, 2023. Available: <https://peer.asee.org/43349>

PRESENTATION

“What Contextual Factors Influenced Learning Effectiveness and Efficiency? Perceptions of Engineering Students During the Pandemic,” Undergraduate Engineering Research Day (UnERD) 2022, Aug. 2022.

WORK EXPERIENCE

Digital Analytics Co-op Student, Manulife Canada

May 2023 – May 2024

- Enabled self-serve reporting capabilities to key stakeholders by innovating analytics dashboards and customizing data visualizations using DOMO and Adobe Analytics
- Created new customized dashboards for site launches to enable analytics on campaigns and KPIs
- Led an initiative to automate reporting for paid media marketing, saving 20-30h of manual work per month
- Created navigation menus of 80+ dashboards using HTML/JavaScript/CSS, improving experience for 300+ users

ENGINEERING PROJECTS

Capstone, MIE451, U of T & iamYiam

Sep – Dec 2024

- Implemented Microsoft’s GraphRAG pipeline and created a knowledge graph in Neo4J for healthcare data
- Finetuned Llama3.1 from a question-answer dataset generated with hybrid retrieval to learn healthcare knowledge to build a chatbot for our client, iamYiam

Perch (Awarded Best AI Hack, top prize), GenAI Genesis 2024 Hackathon

Mar 2024

- Built a website that generates customized notes in audio, text, and flashcard formats from a lecture transcript or audio recording, addressing SDGs 4 (Quality Education) and 10 (Reduced Inequalities)
- Leveraged Google Gemini API to implement features for transcript cleanup, notes summarization, translation, and flashcard generation

AI-Generated Art Detection Project Lead, Trustworthy Machine Intelligence

Oct 2023 – Apr 2024

- Trained an image classification model in Pytorch that detects AI-generated vs. human drawn art
- Led a team of seven AI beginners and created plan for data processing, model building, and frontend development
- Implemented pipeline to generate image captions using BLIP2 model and generate images with Stable Diffusion
- Created a website for users to try the model using Streamlit

MaskAway, ECE324, U of T

Jan – Apr 2023

- Developed transformer-based model using Pytorch that inpaints facial regions for photos of people wearing masks in a team of three
- Built data processing pipeline by detecting face region and creating image masks for training data
- Finetuned model on curated datasets of two celebrities to improve likeness to any single individual

SKILLS

Programming: Python, C, C++, LangChain, PyTorch, JAX, NumPy, Matplotlib, Pandas, MATLAB, Git, Linux

Software: IsaacGym, Excel, SPSS, DOMO, Adobe Analytics, Decibel

Professional: Research and synthesis, critical thinking, communication, project management, problem-solving

Languages: English (native), Mandarin (fluent), French (advanced), Japanese (intermediate)