Longqi (Rocky) Cai

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Experience

Google Research

Software Engineer

Mountain View, CA Mar. 2018 - present

- Image segmentation infrastructure and models.
 - * Set up the data pipelines to get millions of masks from the crowd workers.
 - * Refactored the image segmentation API for smoother model training and exporting.
 - * Customized the segmentation models for various products: Shopping, Photos, Web Design.
- Accurate sky segmentation in Google Camera.
 - * Collected 120k high-accuracy sky masks with active learning and density estimation.
 - * Published a paper and a patent on the technique.
 - * Designed an initialization mechanism to hide the 1s latency during the mode switch.
- Labeled product retrieval system in Google Lens.
 - * Fused the visual embeddings and the OCR tokens in the multi-round ranking.
 - * Improved the user satisfaction by 2.3 (out of 5) compared with the SIFT-based system.

Google Photos

Mountain View, CA Mar. 2017 - Mar. 2018

Software Engineer

- Built the data pipelines for the on-device face clustering.
- Implemented the batched processing and the recovery mechanism.
- Implemented the global consistency mechanism.

Glow, Inc

Shanghai, China

Software Engineer Intern

Jul. 2014 - Jul. 2015

- Customized the UI widgets and the animations for better user experience.
- Implemented the OAuth2 flow for the Google Now Integration.
- Set up the internal Maven center, and extracted the common libraries for the team efficiency.

EDUCATION

Carnegie Mellon University

Pittsburgh, PA

M.Sc. in Information Technology Strategy (3.87/4.00)

Sep. 2015 - Dec. 2016

Fudan University

Shanghai, China

B.Sc. in Computer Science and Technology (3.64/4.00)

Sep. 2011 - Jul. 2015

Projects

Partical Systems

Carnegie Mellon University

Class project for Compute Graphics

Dec. 2016

- Designed the abstraction of a particle system in Javascript.
- Implemented two simulation examples based on this abstraction: fireworks and cloth.

Halstm

Carnegie Mellon University

Class project for Parallel Computer and Architecture Programming

Apr. - May. 2016

- Implemented LSTM with Halide.
- Exploited the multi-thread execution and SIMD, and achieved 2x speedup.

SKILLS

- Languages: C++, Python, Java.
- Tools: Bash, Git, Mercurial, Bazel, Makefile, Markdown, Latex.