

Wei(Will) SHENG

1016 166th PI NE, Bellevue, WA | Phone: +1 206-390-9720 | Email: wshenguw@gmail.com
Website: wsheng24.github.io | LinkedIn: linkedin.com/in/weisheng0220 | Github: wsheng24

EDUCATION

Ph.D. in Computer Science <i>Purdue University - West Lafayette</i>	08/2023 - 05/2028 Advisor: Xavier Tricoche, Rohan Paleja
B.S. Double Major in Computer Science & Mathematics <i>University of Washington - Seattle</i>	08/2019 - 06/2023 GPA: 3.84/4.0

WORK EXPERIENCE

Software Engineer Intern Fesco & Adecco , Shanghai, China <i>Skills: Java, Spring Boot, RESTful APIs, Vue.js, Element UI, Microservices, LLM Evaluation</i>	05/2024 - 08/2024
<ul style="list-style-type: none">Designed and refined prompts for a digital AI HR assistant, increasing user satisfaction by 40%. Evaluated large language models (Ernie Bot, DouBao, Qwen), leading to final adoption by companies like Nike and Jobsdb.Developed a Spring Boot-based microservices backend and built RESTful APIs to automate candidate data evaluation, improving recruitment efficiency by 75%.Enhanced a Vue.js frontend with Element UI to ensure responsive design and improve user experience with custom message handling.	

RESEARCH PROJECTS

Mars Ice Cap Layer Reconstruction <i>Skills: Python, C++, PyTorch, Scikit-learn, Open3D, VTK, CUDA, Teem, SHARAD Radar</i>	08/2024 - Present
<ul style="list-style-type: none">Built a scalable pipeline to reconstruct stratified ice layers on Mars from noisy SHARAD radar returns, processing over 123 million triangle elements and enabling high-resolution surface modeling.Implemented a modified ridge extraction algorithm based on Schultz's Hessian analysis method, achieving 92% continuity of valid surface segments and reducing spurious detections by over 65% compared to Marching Cubes.Designed a feature-based classification model using Random Forest and geometric descriptors (ridge strength, triangle normals, image intensity), improving region-level segmentation precision by ~3x in post-visual inspection benchmarks.Developed a computer vision-based segmentation pipeline leveraging convolutional neural networks (CNNs) on radargram imagery, reducing spurious detections by over 60% and improving continuity of valid ice surfaces beyond classical feature-based methods.	
LLM Safety Alignment via Soft Prompt Adversarial Training <i>Skills: Python, PyTorch, CUDA, Transformers</i>	01/2025 - 05/2025
<ul style="list-style-type: none">Designed a novel safety training framework combining universal adversarial soft prompting and Direct Preference Optimization to enhance the adversarial robustness of LLMs without sacrificing performance.Trained a soft prompt jailbreak generator to expose vulnerabilities in base models (e.g., LLaMA3-8B), achieving up to +25% increase in harmful activation rate (HASR) during attack simulations.Improved model defense rate by over 70% across diverse adversarial attacks, while preserving performance on reasoning and instruction-following tasks. Achieved 10–25% gains in key safety metrics with minimal performance trade-off, validated on MT-Bench, AlpacaEval, and MMLU.	
Trajectory Prediction in Free-Walking VR Environments <i>Skills: Python, PyTorch, Transformers, OpenCV, Unity, Multi-Modal Sequence Modeling</i>	01/2025 - Present
<ul style="list-style-type: none">Developed a multi-modal predictive model with an encoder-decoder architecture for VR user trajectory forecasting. The encoder captures temporal motion embeddings, while the decoder integrates gaze direction and spatial scene layout via 2D floor plan masks.Achieved 15–20% reduction in Average Displacement Error (ADE) on the LocoVR dataset, demonstrating improved spatial-temporal accuracy over established baselines.Leveraged model outputs for intent inference, using predicted destinations to inform downstream large language models for goal recognition in immersive environments.	

Animal Disease Risk Analysis and Visualization Platform

05/2025 - Present

Skills: Python, RESTful APIs, Excel Automation, JavaScript, React, Node.js, HTML

- ◆ Converted a legacy desktop tool (AD RiskCalculator) into a secure, web-based platform with optional offline access, reducing manual processing time by over 70% and enabling broader accessibility for researchers and field users.
- ◆ Integrated outputs with the USDA Animal Disease Spread Model (ADSM) by generating parameter files in compatible formats, streamlining simulation preparation for veterinary epidemiologists and policymakers.
- ◆ Automated model parameter collection by constructing domain-specific search pipelines across scientific databases and public internet sources, accelerating literature retrieval and compilation for region-specific diseases in Indiana.

SKILLS

Programming Languages: Python, Java, C++, JavaScript, SQL, Bash, C#, MATLAB, PHP, Ruby

Frameworks & Libraries: React, Node.js, Spring Boot, PyTorch, TensorFlow, Scikit-learn, OpenCV, Unity

Systems & Tools: UNIX/Linux, Git, Docker, RESTful APIs, MySQL, Postman

CV & Visualization: Deep Learning, CNNs, Transformers, Vision Transformers, Generative Models, 3D Reconstruction, Scientific Visualization, Image Segmentation

Robotics & AI: Reinforcement Learning, Multi-Agent Systems (MARL), Human-AI Collaboration, LLMs, Sequence Models, Agent-Based Simulation

Languages: Native proficiency in English & Mandarin, Beginner in French