Xin Lei Lin

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TECHNICAL SKILLS

Lanuguages Spoken: French (Native), English (Native), Mandarin (Fluent), Spanish (Proficient)

Programming Languages: C/C++, Python, Bash, Dart (Flutter), JavaScript, HTML/CSS (Bootstrap), Java, SQL ML/DS Tools: Torch, CUDA, DDP, Lightning, Tensorflow, OpenCV, Pandas, Numpy, Compute Canada (slurm) Other Tools: Linux, Docker, Tmux/Vim/VSCode, Git/GitHub, Flask/DJango, React, MongoDB/Postgres

EXPERIENCE

KITE Computer Vision Lab (University of Toronto)

February 2024 – Present

Machine Learning Researcher with Prof. Babak Taati

Toronto, Ontario, CA

- From image-by-image to video 2D human pose detection through VideoMamba and InfiniAttention.
- Experimented with VideoMamba and Vision Transformers **encoders** & Multi-head Attention, 3D-convolutional neural networks + 3D-deconvolutions, and Multi-layer perceptron **decoders** to support SMPL mesh recovery and keypoints coordinates regression through heatmaps. Added an InfiniAttention **backbone** for videos (32 frames).
- Pretrained the autoencoder on MS-COCO pose (136K frames) & trained the Infini-Attention video backone on JHMDB (10K frames) and FreeMan (11M frames) resulting in increased correct keypoints for noisy videos. Github

Kadist Art International

July 2024 - Present

Machine Learning Engineer

(Remote) – San Francisco, California, US

- Deployed <u>rsonart.com</u>, an art gallery chatbot with vision and audio capacities for <u>KADIST International</u>.
- Implemented Retrieval-Augmented Generation (RAG) with history-aware & ensemble retrieval, rerank and FAISS.
- Generated embeddings for 29596 artists, and 2851 artworks webscraped from <u>ArtFacts</u>, KADIST and <u>e-flux</u>.
- Hosted a Flask backend with Gunicorn/Nginx, a NEXT.JS Frontend, and a MongoDB user database.

DIRO (Universite de Montreal) and Regeneron ISEF

October 2022 – September 2023

Machine Learning Researcher with Prof. Houari Sahraoui

Dallas, Texas and Montreal, Quebec

- Experimenting with computer vision architectures to translate American Sign Language to English.
- Developed and compared 5 models (Fine-tuned Resnet + CNNs / LSTM + MLP) to translate **25 gestures**.
- Represented Team Canada (top 12 projects nationally) at the International Science and Engineering Fair 2023 (\$15000+ in awards). ISEF Project

PROJECTS

PlasmidAI – International Genetically Engineered Machine (Dry Lab Team)

April 2024 - Present

• Fine-tuned Evo (a Striped-Hyena genome model) to generate plasmid sequences with antibacterial resistance.

Red Handed – MakeUofT (2nd for Qualcomm and Flow (\$1200))

February 2024

- Integrated 3 vision models to detect drowsiness (Tensorflow, MediaPipe & OpenCV 95% accuracy).
- 3D printed design of slapping machine that tracks and adjusts to nose height for optimal slapping. Devpost

Re.Live – UofTHacks 11 (Cohere 1^{rst} Prize (\$1500))

January 2024

- Integrated a diffusion model DDPM model to produce videos of people from static images dancing!
- Integrated Cohere RAG to search a database of 100 songs with the user's mood. Frontend in React. Devpost

SpaCey – UTRA (Best use of Flow & Starknet (\$1000))

January 2024

• Implemented MediaPipe hand-tracking through 3 different hand signals to control a bluetooth rover. Devpost

DriveSense - HackTheNorth (Winning Finalist Project)

September 2023

• Mobile app to assist drivers with **vision models** for car plates, traffic lights and road signs (PyTorch). Devpost

AIBERT – Science Fair (\$1000 in various awards)

September 2021 – May 2022

- Natural Language Processing (BERT, Naive Bayes & LSTM) with 10000 messages for bilingual spam detection.
- Implemented PostgreSQL database (1 million numbers), Flutter mobile app & Flask backend. Github

EDUCATION

University of Toronto – St-George (Trinity College)

Toronto, Ontario, CA

Bachelor of Science - Computer Science Specialist, and Molecular Genetics Major

Aug. 2023 - May 2027

- Notable awards: C. David Naylor Scholarship (\$20000) & Arts and Science Scholar (\$7500)
- Extra-curriculars (high school included): 5-time re-elected president of student council, 2-time editor-in-chief (40 writers & 160 pages), and Vice-President/organizer of 3 hackathons (800+ participants).