Yi Ao (Jack) Lu

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Jacklu0831

in yiaolu

Education

New York University Sept 2023 - Present PhD Computer Science Advised by: Mengye Ren Research focus: deep generative models, few-shot learning, representation learning, concept learning

University of Waterloo

BMATH Computer Science, Honours, Co-op **BMATH Statistics**, Honours, Co-op BMATH Combinatorics & Optimization, Joint Honours, Co-op

Research Experience

Research Intern | Waabi

Supervised by Prof. Raquel Urtasun

🔀 yl11330@nyu.edu

- Conducting research for traffic scene generation with set-generation models, deep generative models, and • graph neural networks
- Developed SceneControl: a novel diffusion model for realistic and controllable traffic scene generation •

Research Intern | NVIDIA

Toronto, Canada / Sep 2021 – Mar 2022

Supervised by Prof. Sanja Fidler

- Conducted research for improving AV perception models with synthetic data training, domain adaptation • methods, and domain randomization techniques
- Achieved significant mAP improvement on the nuScenes 3D object detection dataset through domain-• adversarial training techniques and novel asset-randomization methods
- Engineered a data evaluation pipeline with all major distribution matching metrics (e.g., IS, FID, KID) •

Deep Learning Engineer | DarwinAI

Supervised by Prof. Alexander Wong

- Developed Fibrosis-Net: a pulmonary fibrosis progression prediction network for clients in the • pharmaceutical industry
- Conducted investigation in distributed training performance of computer vision models with Slurm and Horovod. Significantly improved distributed training performances of various computer vision models

Research Assistant | Vision and Image Processing Lab Supervised by Prof. David Clausi

Developed object detection and classification models for hockey player identification and jersey number • recognition from hockey game footage

Sept 2018 – May 2023

Overall Cumulative GPA 95.62%

Toronto, Canada | Sep 2022 – present

Remote | Sep 2020 – Dec 2020

Waterloo, Canada / Sep 2019 – Dec 2019

Industry Experience

Deep Learning Engineer | NVIDIA

- Reduced the failure rate of NVIDIA autonomous vehicle's path detection model by 21% by training it against synthetic data with adversarial scenarios.
- Accelerated collision detection in NVIDIA DriveSim by ~7 times with a quadtree-based search algorithm.
- Engineered scene randomization interfaces in NVIDIA DriveSim with support for 5+ diversity features (e.g., lighting, object placement); scaled data generation to 2M+ frames for training AV perception DNNs.

Cognitive Software Developer | IBM

- Developed and deployed a tabular data column clustering algorithm with word embeddings and ontology trees. Co-authored a patent application on the novel approach.
- Significantly improved IBM Cognos Analytics chatbot's NER model accuracy with BERT model backbone.

Full Stack Developer | Deep Trekker

- Engineered a location tracking application with OpenStreetMap API that allows remote tracking of robots.
- Refactored robot controller UI/UX with custom QML templates, reducing the codebase by over 30%.

Publications

Jack Lu*, Ryan Teehan, Mengye Ren. ProCreate, Don't Reproduce! Propulsive Energy Diffusion for Creative Generation. In European Conference on Computer Vision (ECCV), 2024

Jack Lu*, Kelvin Wong*, Chris Zhang, Simon Suo, Raquel Urtasun. SceneControl: Diffusion for Controllable Traffic Scene Generation. In International Conference on Robotics and Automation (ICRA), 2024

Alexander Wong, **Jack Lu**, Adam Dorfman, Paul McInnis, Mahmoud Famouri, Daniel Manary, James Ren Hou Lee, Michael Lynch. *Fibrosis-Net: A Tailored Deep Convolutional Neural Network Design for Prediction* of Pulmonary Fibrosis Progression from Chest CT Images. In Frontier in Artificial Intelligence, 2021

Awards

Winston and Diana Cherry Scholarship - \$2,250	2023
Engineering Faculty/Staff Upper Year Scholarship - \$500	2021
President's Research Award - \$1,500	2020
University of Waterloo President's Scholarship of Distinction - \$5,000	2019
Term Dean's Honours List/Term Distinction (all undergraduate terms)	2018

Skills

Languages: Python, C++, C, Scala, JavaScript, Java, R, SQL, HTML, CSS Libraries/Frameworks: PyTorch, Tensorflow, Keras, Scikit-learn, Pandas Others: Docker, Slurm, Spark, Hadoop, Bazel, Linux Remote | May 2021 - Aug 2021

Kitchener, Canada / May 2019 – Aug 2019

Ottawa, Canada / Jan 2020 – Apr 2020