

Zhuoheng(Andy) Li

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RESEARCH INTERESTS

Computer Vision, Multimodal Learning, Domain Adaptations, Semi-Supervised Learning

EDUCATION

University Of California, Davis

B.S in Computer Science; GPA: 3.52/4.00

Davis, CA

Sep 2020 - June 2024

Relevant Coursework: Deep Learning(A), Advanced Deep Learning(A+), Computer Vision(A), Linear Algebra(A-)

PUBLICATIONS AND TECHNICAL REPORT

- Z. Lai, **Z. Li**, L. Cerny Oliveira, J. Chauhan, B. N. Dugger, C-N. Chuah, "CLIPath: Fine-tune CLIP with Visual Feature Fusion for Pathology Image Analysis Towards Minimizing Data Collection Efforts," ICCV 2023 Workshop on Computer Vision for Automated Medical Diagnosis
- M. Suresh, **Z. Li**, "DeepCoffee : Coffee Flavors Prediction Using Deep Learning", Technical Report for ECS 289G Advanced Deep Learning

RESEARCH EXPERIENCE

IFM Lab

Research Assistant; Advised by Prof. Jiawei Zhang

July 2023 - Present

Davis, CA

- Research on novel visual prompting methods to adapt the CLIP vision-language model for downstream tasks.
- Conducted baseline experiments by incorporating learnable context into input embeddings for the CLIP Visual Encoder, leveraging PyTorch and Python.

UC Davis Coffee Center

Research Assistant; Advised by Prof. William Ristenpart

Oct 2021 - Present

Davis, CA

- Launched RoastPic, a coffee analytic app that uses computer vision algorithms and ML models to get size, color, and defects information from coffee beans image; secured **\$250K** in seed funding.
- Developed iOS and Android apps using React Native, enabling users to access the solutions provided by RoastPic.
- Stored visual data and associated analysis masks in S3; enhanced CDN linked to S3 using pre-caching strategies, achieving up to **97.4%** reduction in TTFB at edge locations compared to direct S3 retrieval.
- Presented poster and demoed at Specialty Coffee Expo 2023.

RUBiNet Lab

Research Assistant; Advised by Prof. Chen-Nee Chuah

Aug 2022 - Feb 2023

Davis, CA

- Proposed a novel domain adaptation method for fine-tuning **CLIP** to downstream tasks using limited labeled data, achieving an **26.26%** accuracy improvement over Zero-Shot CLIP when fine-tuned with only **10%** of labeled data.
- Performed baseline experiments on CLIP, CoOp, ResNet-18/50, and Mobile-ViT neural networks in building a performance reference on lymph node metastasis classification task, leveraging **PyTorch** and **Scikit-Learn**.
- Summarized findings into a manuscript, prepared tables, visualized model architecture, and revised manuscript.

INDUSTRY EXPERIENCE

RoastPic Inc.

Software Engineer Intern; Founding Member

June 2023 - Sep 2023

Davis, CA

- Contributed to a engineering team of 4, taking the lead in designing a scalable backend and **MLOps** pipelines.
- Designed and implemented **RESTful** image analysis APIs using **Django** in Python to seamlessly interface with ML services, and employed **Docker** for environment containerization.
- Built a **CI/CD** pipeline with GitHub Actions for automated testing and deployment of APIs as containers on AWS ECS, resulting in a **90%** efficiency improvement over manual processes.

Collimate

Software Engineer

Mar 2021 - Jan 2022

Davis, CA

- Collaborated with an engineering team of 11 to implement a real-time chat application aimed at helping students find classmates during Covid-19; helped **300+** students find classmates under remote instruction.
- Developed a Homepage UI for both Android and iOS, encompassing side navigation menus and Class chat interfaces, utilizing React Native as framework; TypeScript, Kotlin, and Swift as programming languages.

TEACHING INTEREST

ECS 197T - Tutoring in CS

Jan 2023 - Mar 2023

- Worked in an tutoring team of 13, responsible for tutoring lower-division Object-Oriented Programming class(ECS 36A, ECS 36B) and high-division Deep Learning class (ECS 189G) in a 3-hour weekly session.

ECS 289G - Advanced Deep Learning

June 2022 - June 2022

- Conducted a presentation on SOTA in generative models titled "GIRAFFE: Representing Scenes as Compositional Generative Neural Feature Fields" to a graduate-level class.

RESEARCH PROJECTS

DeepCoffee | *Python, TypeScript, OpenAI, React.js, Material UI*

April 2022 - June 2022

- Built a DeepCoffee Model with an accuracy of **83.2%** in coffee flavor prediction task using GPT-3 text-davinci-002 Engine fine-tuned with limited coffee flavor data of only **1300** entries.
- Customized Material UI's **autocomplete component** to enable enhanced auto complete function via OpenAI API and DeepCoffee model, using user input as prompt and model-predicted information as autocomplete results.
- Summarized the project into technical report, taking primary responsibility for the method and result sections.

CLASS PROJECTS

Minimal Photoshop | *Python, NumPy, OpenCV, Scikit-Image, Scikit-Learn*

Apr - June 2023

- Implemented a sharpening feature using NumPy and OpenCV, applying Gaussian blur for initial smoothing and subsequent difference calculation to achieve image sharpening.
- Conducted Experiments on comparing effectiveness of Sobel Operators(Magnitude, Orientation) and Canny Edge Detection on detecting edges.
- Developed a panorama function by employing a pipeline that included Harris corner detection for feature point identification, SIFT descriptor formation, RANSAC image alignment, and subsequent image transformations.

ECS-150-FS | *C/C++, GNU Make, Linux*

May 2023

- Developed kernel-level components to support file system(FAT-Like) operations, including file creation, deletion, listing, and data retrieval, using C/C++ and Linux.
- Enhanced Makefile rules to maintain generality while implementing precise dependency tracking and automated dependency file generation, ensuring efficient, adaptable, and accurate builds.

AI Tonight | *Python, PyTorch, Hugging Face*

Feb - Mar 2022

- Pre-Processed Short Jokes Dataset consisting 0.2M lines of jokes to improve model performance.
- Built a novel NLP model that generates jokes with pre-trained GPT-2 Model fine-tuned with Short Jokes Dataset, using Python, PyTorch and Hugging Face.

Budget Portal | *Node.js, React.js, D3.js, HTML5, CSS, JavaScript*

May 2021

- Visualized UC Davis' annually budget expenditure in an interactive pie chart using react and D3.
- Utilized Cookies to store user input values, allowing the user to generate budget expenditure diagram dynamically.

Fitness Tracker | *JavaScript, HTML/CSS, Express, REST API, Passport.js, GCP, SQLite3*

Mar 2021

- Developed a comprehensive fitness tracking web app using H5/CSS/JavaScript, leveraging AJAX requests for seamless data retrieval and updating, and implementing media queries for responsive design.
- Implemented RESTful API to perform CRUD operations on fitness-related activity records, took advantage of Express.js to perform SQL query in response of request.

TECHNICAL SKILLS

Languages: Python, TypeScript/JavaScript, C/C++, Java, HTML/CSS, SQL, Bash, regex

Technology: PyTorch, scikit-learn, scikit-image, OpenCV, Hugging Faces, Pandas, Docker, Kubernetes, AWS, React, D3.js, GraphQL, Django

Database: SQLite, PostgreSQL, MongoDB, Firebase, Realm, Redis