Kevin Cui

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Education

Cornell University, Bowers CIS   **Ithaca, NY**
M.Eng. in Computer Science   August 2024 - May 2025
- Completed capstone project on backdoor applications of VLMs in autonomous driving contexts, advised by Professor Oliver Gao and Dr. Xi Cheng

B.S. in Computer Science   August 2021 - December 2024
- GPA: 4.061 / 4.3 (summa cum laude)
- **Relevant coursework:** Machine Learning, Artificial Intelligence, Human Robot Interaction, Analysis of Algorithms, Operating Systems, Databases, Honors Object-Oriented Design & Data Structures

Professional Experience

Boston Consulting Group (BCG)   **Boston, MA**
AI Engineer   June 2024 - August 2024
- Returning full-time in August 2025
- Worked full stack with React and Django Rest Framework to implement a retail pricing tool
- Developed a robust error detailing system for client business sheet uploads

Cornell AutoBoat Project Team   **Ithaca, NY**
Software Team Lead   May 2024 - May 2025
- Facilitated cross-team collaboration between 50+ members on hardware and software subteams
- Managed codebase migration from ROS to ROS2
- Led creation and development of Unity simulations framework

Perception Subteam Lead   January 2023 - May 2024
- Collected and annotated 18,000 images for training of boat's YOLOv8 custom object detection model

Software Developer   January 2022 - January 2023
- Implemented algorithms in Python for autonomous navigation tasks

Arizona State University METEOR Studio   **Tempe, AZ**
Research Intern   May 2023 - August 2023
- Designed adaptive viewport optimizations for a volumetric streaming pipeline
- Integrated spatio-temporal filters into a 3D point cloud rendering system for VR applications

Cornell Institute for Compensation Studies   **Remote**
Research Specialist Intern   February 2022 - January 2023
- Improved relational database build scripts of public nonprofit data from millions of 990 form e-files
- Invented research-ready public packages in R for relational table building and title taxonomy

Select Projects

Backdoor Attacks on VLMs, *M.Eng. Capstone Project*   Spring 2025
- Demonstrated backdoor attack vulnerabilities of open source vision language models via fine-tuning

LLM-based Language Translation, *Software Engineering Course*   Fall 2024
- Designed a system for automated code migration between Java and Python using LLMs

OCact-Chess, *CS 3110 (Functional Programming) Final Project*   Spring 2023
- Collaborated in a group of four to create a terminal-based version of chess in OCaml from scratch

Critter World Simulation, *Honors OO Design and Programming Course*   Fall 2021
- Collaborated with two partners to produce a simulation of evolving critter life

Technical Skills & Leadership

- Java, Python, C, SQL, OCaml, R, Javascript, Django REST Framework, React, ROS/ROS2, CUDA, PyTorch, GraalVM, Unity, Git, Azure DevOps, Agile, Scientific Writing
- Team Lead of Cornell AutoBoat, Head TA for CS4780 and CS3410, Wall Monitor at Lindseth Climbing Center