

Pinlin [Calvin] Xu

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EDUCATION

Stanford University

B.S. Computer Science (AI Track), Minor in Statistics | GPA 3.919

Stanford, CA

September 2022 – June 2026

EXPERIENCE

Full Stack Engineer Intern

Ideaflow Inc.

Sep 2024 –

Palo Alto, CA

- Incoming intern to work on web (Next.js, React) and iOS apps, semantic knowledge graph, product engineering

Undergraduate Research Fellow (machine learning, causal inference)

Stanford Management Science and Engineering, Syrgkanis Lab

Jan 2024 – Aug 2024

Stanford, CA

- Researched LLM-powered causal graph discovery applied to genetic perturbation prediction
- Augmented generative genetic model with PubMed-derived causal graph using GPT-4, Neo4j graph database
- Initiated collaboration with PaperToGraph project at Ideaflow Inc; deployed experiments to SOAL GPU cluster

LLM AI Integration Project Lead

JuniorKids Group / Le Groupe JuniorKids

Jun 2023 – Sep 2023

Montreal, QC

- Led intern team of 7 building LLM-powered applications improving Shopify storefront performance
- Automated marketing changes with OpenAI, Google Analytics, and Shopify's Product GraphQL APIs
- Contributed to traffic growth through August for the first time and 37% YoY growth
- Managed project on Notion and Github, organized meetings, and regularly sent updates and memos

Student App Developer

Avon Old Farms School

Sep 2017 – May 2018

Avon, CT

- Co-developed a full-stack attendance tracking application that quickly scans student RFID cards
- Contributed to frontend deployed on tablets using Vue.js and Electron; backend using SpringBoot, MySQL, Docker
- Replaced faculty's pencil-and-clipboard workflow in the freezing dark through User-Oriented Collaborative Design

SKILLS & COURSEWORK

C, C++, Python, Java / Kotlin, JavaScript // web dev, Swift // iOS, Emacs, Git, CI/CD, DevOps

Machine Learning (CS229), Deep Learning, NLP (CS224N), Linear Algebra, Vector Calculus, Numerical Methods (CS205L), Systems from the Ground Up (CS107E), Operating Systems, Algorithm & Data Structures

PROJECTS

FLFL: Grounded Japanese Furigana Generation using Aligned Whisper Transcription

July 2024

- Evaluated and released finetuned model, datasets, & codebase for processing 20+ GB of public-domain audiobook data released by the Japanese National Diet Library | *HuggingFace Trainer, axolotl, wandb, Modal.com*

The Shades of Meaning: LLMs' Cross-lingual Representation of Grounded Structures

June 2024

- Led an outstanding CS 224N custom project poster and report | *Python, PyTorch, transformers*

Predicting Hospital Length of Stay from Imbalanced Data | *Python, scikit-learn, XGBoost*

March 2024

- Built and presented a strong classification-regression pipeline using synthetic oversampling, ensemble learning

Allegorical Lisp Machine | *C, Lisp, ARMv6 Assembly*

March 2023

- Built a freestanding graphical Lisp environment on Raspberry Pi A+
- Implemented Lisp interpreter, system calls, exception handling, REPL, etc. from relevant papers
- Implemented memory allocation, bitmapped graphics, serial IO, math library, etc. in baremetal C
- Wrote specifications, tracked progress, and assigned tasks as co-dev and project manager

Hikari Ray Tracer | *Typed Racket, RackUnit*

August 2022

- Implemented *The Ray Tracer Challenge* in functional Typed Racket (Scheme, Lisp dialect)

Flow Browser | *SwiftUI, UIKit, WKWebView*

August 2019

- Designed and built a tree-style tab browser for iOS & iPadOS
- Utilized native APIs to enable features such as iCloud sync, adblocker, drag and drop & multiwindow interactions