

# Kaiyuan Liu

📍 Seattle    ✉ lky04@cs.washington.edu    🔗 kaiyuanliu04.github.io    in Kaiyuan Liu

## Education

**B.S. University of Washington, Seattle** 2022 2026  
**Double Major:** Computer Science, Mathematics  
 • GPA: 3.9/4.0; Honor Math Sequence; Deans List

## Experience

**Allen Institute**, Research Assistant Seattle, WA  
 2024.09 ~2025.05  
 • Applied Deep Learning and Reinforcement Learning to analyze representations from artificial models and neural data from Multi-Armed Bandit mouse foraging tasks. Explored brain representations and dynamics in decision making

**VecML**, Machine Learning Engineer Seattle, WA  
 2024.06 ~2024.09  
 • VecML is a startup company focusing on Machine Learning System Infrastructure.  
 • Tested and developed vector databases for Retrieval-Augmented Generation.  
 • Designed and implemented an Memory-Disk Hybrid Architecture for fast Top-K Nearest Neighborhood Search

**University of Washington**, Teaching Assistant Seattle, WA  
 2023 ~2024  
 • Assisted in undergraduate algorithm courses for both major (CSE 421) and non-major (CSE 417) students.  
 • Served as leading TA in CSE 421 2024 Winter.

## Awards

**ICPC World Final Honor**, ICPC Foundation 2024.09  
**Shenoy Undergraduate Research Fellowship**, Simons Foundation 20242025  
**ICPC North American Championship 12th Place**, ICPC Foundation 2024.05  
**UW Winter Programming Contest Champion**, University of Washington 20232024  
**CSE Award for Excellence Scholarship**, University of Washington 20242025

## Publications

**LiveCodeBench Pro: How Do Olympiad Medalists Judge LLMs in Competitive Programming?** 2025.05  
 Zihan Zheng\*, Zerui Cheng\*, Zeyu Shen\*, Shang Zhou\*, **Kaiyuan Liu\***, *et al.* \*Equal contribution  
 Under review at a top-tier conference

## Projects

**Fine-grained Chinese Toxic Language Detection** NLP  
 • Reimplemented and improved Chinese toxic language classifier based on BERT  
 • Authored technical poster and report

**Multi-Agent Reinforcement Learning Survey** RL  
 • Conducted literature review on MARL algorithms, especially in games.

## Variational Autoencoder for Neural Data

DL

- Implemented VAE model for analyzing high-dimensional neural data

## Technologies

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**Languages:** Python, PyTorch, JAX, C++, Java, TypeScript,  $\text{\LaTeX}$

**Databases:** MySQL, NoSQL, PostgreSQL, SQLite, Azure

**Topics:** Algorithm Design, Reinforcement Learning, Machine Learning, NLP, Computational Neuroscience

**Languages:** English, Chinese (Mandarin)