Wentai (Anthony) Li

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Education

University of Washington Seattle, WA
B.S. in Electrical and Computer Engineering *Expected June 2027*
GPA: 3.77/4.0

Research Interests

Efficient AI computing: model compression, inference acceleration, and algorithm–system co-design.

Research Experience

Research Intern – Jia-Bin Huang's Group May 2026–Present
University of Maryland, College Park | Advisor: Prof. Jia-Bin Huang *Remote*
- Led the design, experimental evaluation, and manuscript preparation of DepGraph-U as first author.
- Investigated dependency-aware execution pruning and caching to improve the efficiency of unified multimodal models.

Research Associate – Sensors, Energy, and Automation Laboratory Jan.–Jun. 2026
University of Washington | Advisor: Prof. Alex Mamishev *Seattle, WA*
- Supported embedded sensing research through prototype development, hardware integration, and system testing.
- Contributed to a BLE networking badge through PCB rework, soldering, and circuit inspection.

Publications

Preprint

[1] **W. Li** and J.-B. Huang. *DepGraph-U: Dependency-Aware Execution Pruning for Unified Multimodal Inference*. 2026. (Under review at ICLR 2027) [GitHub]

Conference Publication

[2] K. Yang, S. Lin, Y. Dai, and **W. Li**. *Optimization and comparative analysis of maze generation algorithm hybrid*. Applied and Computational Engineering, vol. 79, pp. 20–33, 2024. [DOI]

Professional Experience

Software Engineering Intern (Machine Learning Track) Jul.–Sep. 2026
Google — Cloud Computing and Artificial Intelligence Division *Shanghai, China*
- Built a patent screening app with FastAPI and React to compare patent claims with company products.
- Used Gemini and LangChain to extract claim features, rank product matches, and explain the highest-ranked results.

Teaching Assistant – Intelligent Hardware Workshop Jul.–Aug. 2026
Carnegie Mellon University × Tongji University × SFK *Shanghai, China*
- Mentored undergraduates in Arduino- and ESP32-based prototyping for interactive hardware and embedded systems.
- Guided teams in hardware integration and debugging for interactive exhibits at Shanghai's Spring Art Museum.

Honors & Awards

Silver Medal – RSNA Knee Abnormality Detection 2026
Kaggle / RSNA; 140th of 6,425 teams (top 2.2%)

Silver Medal – PTCG AI Battle Challenge Simulation 2026
Kaggle / The Pokémon Company; 264th of 6,807 teams (top 3.9%)

Dean's List 2024–2026
University of Washington

First Place Team – International Division 2023
American Regions Mathematics League (ARML); member of the Chinese team

Technical Skills

Machine Learning: PyTorch, inference optimization, model evaluation.
Programming & Tools: Python, JavaScript, Verilog, FastAPI, React, LangChain, Git, KiCad, ESP32.