# Zian(Andy) Zheng

• Ontario, Canada 🖂 Email 📞 Phone in Linkedin 🗘 Github 🔗 Personal Homepage

Education	
<ul> <li>MMath University of Waterloo, Computer Science, Ontario, Canada</li> <li>Advised by Prof. Jian Zhao C (Director of the WVisdom C lab)</li> </ul>	Sept 2024 – Now
<ul> <li>MComp National University of Singapore, Artificial Intelligence, Singapore</li> <li>Advised by Prof. Yang You ☑ (Director of the HPC-AI ☑ lab)</li> </ul>	Sept 2022 – May 2024
<ul> <li>BEng Lanzhou University, Data Science, Lanzhou, China</li> <li>GPA: 92.8/100 (Ranking: 1/192)</li> </ul>	Sept 2018 – May 2022
Research Projects	
OpenMoE: An Early Effort on Open Mixture-of-Experts Language Models	Github Repo 🗹
<ul> <li>Worked on the Pytorch implementation of the first open-source, decoder-only MoE language model, OpenMoE, providing insights about the routing mecha- nism to the open-source community [model checkpoint <sup>[]</sup>].</li> </ul>	
<ul> <li>Prepared the training dataset, tokenizer and conducted the model evaluation.</li> </ul>	
Matrix: Infinite-Horizon World Generation with Real-Time Interaction	Github Repo 🗹
<ul> <li>Built a data collection pipeline for Cyberpunk 2077, recording per-frame video data and corresponding control signals to support model training</li> </ul>	
<ul> <li>Served as a core contributor to a multi-GPU inference framework, implement- ing Ray-based workers (DiT, VAE, post-processing) and building an interactive fron- tend/backend system. Delivered the first real-time game generation demo with user-controllable inference [demo ☑].</li> </ul>	
AdaVocab: Boosting SLM Inference with Sparse Vocabulary Activation	Github Repo 🗹
<ul> <li>Identified the growing vocabulary size as a major bottleneck for the Small Lan- guage Model (SLM) inference efficiency.</li> </ul>	
<ul> <li>Proposed and implemented a sparsely active vocabulary method; prepared train- ing data, modeled Trainer, and completed evaluation with teammates.</li> </ul>	
<ul> <li>Achieved over 20% computation reduction and 10% inference speedup for SLMs in CPU settings.</li> </ul>	
Work Experience	
HPC-AI Tech, Artificial Intelligence Engineer Intern	Beijing, China
• Extended LLaMA's vocabulary for Chinese and contributed to data preparation in the Colossal-LLaMA-2 project, selected as an official base model in the 2023	July 2023 – Nov 2023

- NeurIPS LLM Efficiency Challenge 2. • Investigated common context length extrapolation methods (e.g. PI, NTK, LongLoRA), and implemented corresponding training and evaluation pipelines to
- extrapolate Colossal-LLaMA-2 with multi-GPU training. • Working on the ColossalQA 🗹 project, a **RAG framework** based on Langchain.

### Publications \_\_\_\_\_

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[ICML 2024] COpenMoE: An Early Effort on Open Mixture-of-Experts Language Models

Fuzhao Xue, <b>Zian Zheng</b> , Yao Fu, Jinjie Ni, Zangwei Zheng, Wangchunshu Zhou, Yang You	
[ICLR 2025] ☑ MixEval-X: Any-to-Any Evaluations from Real-World Data Mixtures Jinjie Ni, Yifan Song, Deepanway Ghosal, Bo Li, David Junhao Zhang, Xiang Yue, Fuzhao Xue, <i>Zian Zheng</i> , Kaichen Zhang Mahir Shah, Kabir Jain, Yang You, Michael Shieh	Oct 2024
[Arxiv] ☑ The Matrix: Infinite-Horizon World Generation with Real-Time Moving Control Ruili Feng, Han Zhang, Zhantao Yang, Jie Xiao, Zhilei Shu, Zhiheng Liu, <b>Andy Zheng</b> , Yukun Huang, Yu Liu, Hongyang Zhang	Dec 2024

## Teaching & Service \_\_\_\_\_

Teaching Assistant: CS135, CS479/679 at UWaterloo Reviewers: ICLR 2025, AISTATS 2025

#### Honors & Awards \_\_\_\_\_

China National Scholarship (Top 0.1% across nation), 12/2019 & 12/2021

Merit Student in Colleges and Universities in Gansu Province (Top 1% across province), 05/2021

Dr. Derick Wood Graduate Scholarship, 12/2024

# Computer Skills \_\_\_\_\_

**Programming & Software:** Python, Java, C, SQL, Tableau, Echarts, Linux, Hadoop **Libraries:** PyTorch, Ray, Pandas, NumPy, Scikit-Learn, PyQt5