Stepan Shabalin

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EDUCATION

• Georgia Institute of Technology

Bachelor of Science in Computer Science; GPA: N/A Aug. 2023 - Current

• School 4 of Cousteau

High School; GPA: 3.82 (4.77/5)

St. Petersburg, Russia Sep. 2021 - May 2023

EXPERIENCE

• MIT Reality Hack

Online

Atlanta, GA

Web Tools Team

Apr 2021 - Current

- Hardware checkout system: Built workflow for making requests for AR and VR hardware during the event thorugh scanning QR codes and keeping track of ownership using Next.js and Firebase.
- Backend maintenance: Helped keep the backend up under load during the event by adding caching.
- Exports and judging system: Exported hackathon projects from previous years from Devpost and helped set up projects for judging.

 Sberbank St. Petersburg InternAug 2021

• Recommendation systems research: Researched transformers for recommendation systems with reinforcement learning.

 Deepfloyd Online

Intern

Aug 2022 - Dec 2022

- o Autoencoders for latent diffusion models: Ran experiments comparing different ways of training variational autoencoders for diffusion models using PyTorch and Taming Transformers.
- Latent 3D Diffusion models: Researched generation of 3D models using latent diffusion models.

• Supervised Program in Alignment Research

Online

Mentee

Sep 2023 - Dec 2023

• Research: Researched sycophancy in language models under the guidance of Aaron Scher.

• ML Alignment & Theory Scholars

Online May 2024 - Aug 2024

Mentee

o Training phase: Trained sparse autoencoders and used them for feature steering under the guidance of Neel

- Nanda and Arthur Conmy.
- Research program: Researching the use of sparse autoencoders for interpretability.

Honors/Awards

- Atlas Fellowship: Finalist; \$1,000 prize. Program aiming to "transmit a culture inspired by scientific inquiry, with the ambition to tackle neglected global challenges" to high school students. Over 13,000 applicants, < 3% acceptance rate.
- Non-Trivial Fellowship: Finalist. Similar program for high school students providing guidance and funding.

Conferences

- AWE XR 2020: Presented MIT Reality Hack project draft360.
- NeurIPS 2023: Presented spotlight paper MindEye.
- IEEE SaTML: Presented 3rd place solution to RLHF Trojan Competition.

Projects

- **AAA-py**: Rewrote the build system for Arcane Algorithm Archive, an online book on algorithms. It has been used since 2018.
- draft360: Built the webXR frontend for draft360, a virtual and augmented reality storyboarding tool. Won a \$3500 prize at the 2020 MIT Reality Hack hackathon.
- Golden Transformer: Fine-tuned dozens of transformers on the Russian SuperGLUE benchmarks and combined them into an ensemble to achieve state-of-the-art performance in 2021. This project won a 500,000 ₽prize in the National Technology Olympiad in AI.
- Video generator: Collaborated on a project that generates videos from text descriptions using generative AI. Won a 500,000 Pprize in the AI International Junior Contest.
- 3D generation: Published early (January-December 2022) Colab notebook implementations of Dream Fields, DreamFusion and VectorFusion on Twitter.
- MindEye: Applied retrieval from a web image dataset for improving image generation quality for MindEye, a system for generating images from fMRI brain scans. Spotlight paper at NeurIPS.
- micrlhf/saex: Developed a codebase for quantized model parallel inference of GGUF models in Jax. Trained sparse autoencoders for Phi-3 Mini and Gemma 2B.