

Younes Hourri

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Education

University of Toronto

MSc Computer Science

Research: Pruning techniques and inference acceleration of large language models

Toronto, ON

Sept. 2024 – Dec. 2025

McGill University

BSc Computer Science, Minor Statistics

Montréal, QC

Sept. 2020 – May 2024

Technical Skills

Programming Languages: Python (expert), C/C++

GPU Programming: Triton, CUDA (GEMM)

Machine Learning: PyTorch (expert), scikit-learn

LLM Frameworks & Libraries: vLLM, HuggingFace, Accelerate, Megatron-LM

Optimization Tools: NVIDIA Nsight Systems/Compute

Distributed Systems: SLURM

Publications

Younes Hourri*, M. Mozaffari*, et al. **PATCH: Learnable Tile-Level Pruning of Large Models.** (*under review*)

[\[Paper\]](#) [\[Code\]](#) [\[Triton Code\]](#) (* Equal Contribution)

- Introduced a hybrid tile-level mask that learns to select 2:4 or dense patterns across LLM weights.
- Achieved up to +3.68% accuracy improvement across LLM families and architectures over the state-of-the-art 2:4 pruning method MaskLLM.
- Integrated with the STOICC compiler (built on Triton) to reach 1.18x-1.38× inference speedup on LLaMA-2 7B.

Experience

Analytical Development Intern

Caisse de dépôt et placement du Québec (CDPQ)

Montréal, QC

May 2023 – Aug. 2023

- Collaborated with internal finance teams to identify process inefficiencies and translate data needs into automated solutions.
- Automated quantitative analyses across 10+ investment portfolios, reducing manual monitoring time.
- Built SQL and Python pipelines to validate financial data, and detect anomalies, reducing manual review time and improving accuracy in internal reporting.

NSERC Research Assistant

Université de Montréal

Montréal, QC

May 2022 – Aug. 2022

- Implemented and benchmarked embodied agents on the ALFRED benchmark.
- Analyzed performance across observation, planning, and action components in Embodied Instruction Following (EIF).
- Developed a graph-based modeling framework to improve agent task decomposition and reasoning.

Software Developer Intern

Rockwell Automation

Montréal, QC

May 2021 – Aug. 2021

- Enhanced and debugged legacy software for safety-critical industrial automation systems using C# and .NET.
- Designed and executed system and unit tests to ensure platform stability and compliance.

Invited Talks

Learnable Tile-Level Pruning of Large Models

NVIDIA Research

Oct. 2025

- Presented recent research on LLM pruning and compression for efficient inference to research scientists.

Awards & Scholarships

2022: NSERC Undergraduate Student Research Award — Université de Montréal

