Yuqing (Crystal) Li

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SUMMARY

Seeking a full-time software engineer position starts from June 2020.

Master student from NYU with strong skills of objective-oriented design, data structure and algorithm. Proficient in Java and Python programming. A wide range of project experience on web development based on Tomcat, Spring, Hibernate, AWS and React. Experienced in iOS mobile applications development using objective-C.

EDUCATION

• New York University (Tandon School of Engineering)

M.S. in Computer Engineering

B.Eng. in Electrical Engineering

• Wuhan University of Technology

New York Sept 2018 - May 2020(Expected)

Wuhan, China

Sept 2014 - June 2018

SKILLS

• Programming Languages: Java, Python, MATLAB, SQL, Objective-C, JavaScript

• Databases and Cloud: MySQL, AWS EC2, AWS Lambda

• Web/Mobile development: Java Servlet, HTML, CSS, React, Firebase, iOS

WORK EXPERIENCE

• Tencent Technology Ltd.

Shenzhen, China

June 2019 - Aug 2019

Software Engineer Internship

- Used **Objective-C** to develop Boodo, which is an iOS application of 900,000 DAUs. Used **Git** for version control.
- Analysed the running time of login thread using **Xcode Instruments** and fixed the thread problem to significantly improve login speed by 1.2 seconds.
- o Created comment module of video player based on MVC architecture and used NSNotificationCenter in Cocoa framework to monitor keyboard events.
- Engineered multiple custom animations, transitions, and UI components for version 2.0 of Boodo with frameworks such as CoreAnimation, UIKit and UIView. Increased 12% daily active users compared to version 1.9.5.

PROJECTS

• Spring and Hibernate based Shopping System

Jan 2020 - Mar 2020

- Used Spring framework to build a web application for users to shop and order items online, implemented security workflow via in-memory and JDBC authentication provided by Spring Security.
- Utilized Hibernate to provide better support of database operations.
- Implemented a fulfillment system used AWS Lambda and AWS Step Functions.

• JobHunter – AWS based Job Recommendation System

Oct 2019 - Dec 2019

- o Developed an interactive webpage used HTML, CSS, JavaScript for users to search and apply jobs.
- Created three Java servlets with RESTful APIs to retrieve position data fetched from Github API, and used MySQL database on Amazon RDS to store data.
- o Used MonkeyLearn API to extract keywords from description of positions and designed algorithms to provide job recommendation.

• React JS based NBA Player Strength Visualization

Aug 2019 - Sept 2019

- o Created a dashboard using React, D3 and Ant Design backed by API from stats.nba.com to visualize individual player's shot data, including a shot chart and user profile view.
- Created 4 extra filters and 2 shot themes (hexbin and scatter) to provide customized visualization on shot chart.
- Developed an autocomplete player search bar providing a list of players (image and name) in the suggestion list.

• PCA and SVM Based Image Processing Research

Apr 2018 - May 2018

- Pre-processed facial database with image processing on MATLAB, including gray scale processing, image compression. Used fast PCA algorithm to implement facial feature extraction.
- o Constructed classifier using SVM. Pre-trained classifier with training dataset to prepare for face recognition.
- Adjusted key parameters to prevent model from overfitting or underfitting and improved the face recognition accuracy from 81.6% to 91.2%.