

# Yuqing Li

Mobile: +1 347-272-3547

Email: yl5644@nyu.edu

[LinkedIn](#) | [GitHub](#) | [Website](#)

## EDUCATION

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- **New York University (Tandon School of Engineering)** New York  
*M.S. in Computer Engineering* *Sept 2018 - May 2020*
- **Wuhan University of Technology** Wuhan, China  
*B.Eng. in Electrical Engineering* *Sept 2014 - June 2018*

## SKILLS

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- **Programming Languages:** Java, JavaScript, TypeScript, Python, Objective-C, SQL, MATLAB
- **Databases and Cloud:** MySQL, AWS EC2, AWS Lambda, Firebase
- **Web/Mobile development:** React, HTML, Redux, Styled-components, Java Servlet, CSS, iOS, Android

## WORK EXPERIENCE

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- **Singularity Systems Inc.** Princeton, New Jersey  
*Software Engineer* *July 2020 - Present*
  - Used **React JS** to design and develop several web applications, including use cases demonstration platform, ML models management system and synthetic data generation platform. Implemented **Redux** library for global data store and used **React-Router** library for routing.
  - Develop and maintain a comprehensive self-training system with over 30 web pages to help engineers and customers build their own ML pipelines. Built highly reusable UI components with **Styled-components** and **Ant Design**.
  - Work as project manager with 8 developers to design and implement a documentation management system from requirement definition till successful user acceptance.
  - Developed an Android mobile application using **Java** to check the quality of card images. Build an image quality model based on **MobileNetV2**.
  - Worked on use cases delivery and communicated with customers for product requirements and feedback.
- **Tencent Technology Ltd.** Shenzhen, China  
*Software Engineer Internship* *June 2019 - Aug 2019*
  - Worked in a team of ten using **Objective-C** to design and develop Boodo iOS application, which is a manga and anime reading app with 900,000 daily active users (DAUs). Used **Git** for version control.
  - Analyzed the running time of login thread using **Xcode Instruments** and fixed the thread problem to significantly improve login speed by 1.2 seconds (~33%).
  - Created the comment module of video player based on **MVC** architecture and used **NSNotificationCenter** in Cocoa framework to monitor keyboard events.
  - Responsible for UI revision of version 2.0. Implemented multiple custom animations, transitions and components with frameworks such as **CoreAnimation**, **UIKit** and **UIView**. Increased 12% DAUs compared to version 1.9.5.

## PROJECTS

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- **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.
  - Created database in MySQL to store item and order information, and utilized Hibernate to provide better support of database operations.
  - Implemented a fulfillment system that used AWS Lambda and AWS Step Functions.
- **JobHunter – AWS based Job Recommendation System** *Oct 2019 - Dec 2019*
  - Developed an interactive webpage that used HTML, CSS, JavaScript for users to search and apply for jobs.
  - Created three Java servlets with RESTful APIs to handle HTTP requests and responses.
  - Created MySQL database on Amazon RDS to store user favorite history and job information.
  - Used MonkeyLearn API to extract keywords from the description of positions and implemented a content-based recommendation algorithm to provide job recommendations.
- **React JS based NBA Player Strength Visualization** *Aug 2019 - Sept 2019*
  - 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.