# Yi-Qing (Elliot) Lin

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## EDUCATION

**University of California, Davis (GPA 3.9)**  Davis, CA
*Master of Science in Computer Science*

**National Tsing Hua University (NTHU)**  Hsinchu, Taiwan
*Bachelor of Science in Computer Science*

## WORK EXPERIENCE

**Complify AI**  March – May 2025
Software Engineer | Python, AWS, Fast API, Docker  United States
- Developed a tick-marking pipeline for internal SOX auditing procedure integrating AWS Textract service and OpenAI API to enable precise OCR result and reasonable auditing proof
- **Reduced manual tick-marking time by 90%** by designing an automated tick-marking process with batch querying and semantic analysis, reducing cognitive loads of searching for relevant information in the document
- **Increased auditing efficiency by 70%** on SOX controls by developing a pipeline to support user with auto-detected reasonings and evidence to select from, allowing flexibility on evidence selection preferred by auditor
- **Reduced document information extraction time by 75%** by implementing digitally generated pdf file text analysis with AWS Lambda integration, bearing image-based OCR text extraction to support image-based pdf file

**Collaborative and Social Computing Lab**  January – December 2024
Software Engineer | Python, LLM, RESTful API  United States
- Developed a Python-based user-centric AI chatbot integrating minimum domain knowledge and LLM to support new users in planning goals and performing tasks on domain related website
- **Achieved task completion rate by 90%** by implementing dual-level state machine dialogue engine to support user in task performance, ensuring proper guidance are provided to users
- **Reduced task completion time by 30%** by embedding action tokenization in the user interface for seamless interaction, streamlining user interaction with user interface and chatbot
- **Reduced dialogue agent development cycle by 50%** by adopting modularized design of domain knowledge integration accelerating dialogue agent creation and test process

**Scientific Computing on Parallel Environment Lab**  July 2021 – June 2022
Software Engineer | Python, Computer Graphics, Computer Vision  Hsinchu, Taiwan
- Developed a 3D model object reconstruction pipeline with single images integrating minimum domain knowledge to build quality 3D models from scratch
- Boosted model reconstruction efficiency by 95% by automating model-building and detail-refining process, allowing user to put minimum manual effort in the entire process
- Achieved visual similarity rate by 90% by adopting instance segmentation and assembly after primitive reconstruction, introducing spearheaded concept for 3D object reconstruction using single image

**Daily Tech Job Update** | Python, AWS, NextJS, PostgresSQL,
- Developed a job scraper that updates jobs information from big companies tailored to one's need, creating universal style information representation to reduce cognitive loading
- Reduced cost and enabled scalability by deploying scraping functionality on AWS Lambda function and database routine cleaning, ensuring a compact but robust system design

**Interactive Three Point Bending Data Analyzation Tool** | Python, PyQT6, Matplotlib, Data Engineering
- Developed a Python-based interactive data visualization application with PyQt6 and Matplotlib to avoid the labor-intensive work in analyzing raw three point bending data with Excel
- Improved data analyzation efficiency by 90% by adopting data preprocessing for large data and systematic analyzation, maintaining consistent and reproducible outcomes, reducing manual effort and cognitive loading to minimum

## SKILLS

**Programming:** Python, C/C++, Linux, Git, Docker
**Web Development:** AWS, Fast API, RESTful API, NextJS, PostgresSQL