

Yi-Qing (Elliot) Lin

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EDUCATION

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

Davis, CA

National Tsing Hua University (NTHU)
Bachelor of Science in Computer Science

Hsinchu, Taiwan

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, which enhanced user engagement and facilitated goal planning on a domain-related website
- **Achieved a 90% task completion rate** by implementing a dual-level state machine dialogue engine, ensuring proper guidance was provided to users during task performance
- **Reduced task completion time by 30%** by embedding action tokenization in the user interface, improving user Interaction engagement with the 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 minimal domain knowledge to build quality 3D models from scratch, resulting in improved model visual similarity
- Boosted model reconstruction efficiency by 95% by automating the model-building and detail-refining process, reducing manual effort in the model reconstruction process
- Achieved a 90% visual similarity rate by adopting instance segmentation and assembly after primitive reconstruction, enhancing the accuracy of 3D object reconstruction from a single image

Daily Tech Job Update | Python, AWS, NextJS, PostgreSQL,

- 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, PostgreSQL