

# Leyang Li

+1 (574)378-5954 | [lli27@nd.edu](mailto:lli27@nd.edu) | <https://leoreoreo.github.io/>

## EDUCATION

**University of Notre Dame** | Notre Dame, IN

Graduation: May, 2026

*Bachelor of Science*

GPA: 3.95

Major: Computer Science

Supplementary major: Applied and Computational Mathematics and Statistics

Current Courseworks: Database, Computer Architecture, Operating Systems

## EXPERIENCE

**Everbright Securities Asset Management CO., LTD** | Shanghai, China

July, 2023 – August, 2023

*Data Analyst Intern: Application of Machine Learning in Investment Strategy*

- Analyzed research papers and identify potential machine learning strategies to improve **investment strategy**
- Attempted to integrate additive, self, and multi-head sparse **self attention** modules to **GRU** model with **PyTorch**

## PROJECT

**Ad Auditing** | Notre Dame, IN

January, 2024 – Now

*Web Dev, Research Assistant: Ad Auditing (a tool to explore private data's usage within a system in an interactive, risk-free environment)*

- Develop relatedPost (<https://github.com/Leoreoreo/relatedPosts>) and outlierExtraction modules with **Flask** and **React**
- Apply **semantic-search** in persona information and construct **Sankey relation diagram** using **D3**
- Integrate the module to Ad Auditing website with **Sanic** and **Next**, and use **tailwindcss**

**Privacy Sandbox** | Notre Dame, IN

September, 2023 – December, 2023

*Web Dev, Research Assistant: Privacy Sandbox*

- Participated in creating a web to analyze users' privacy loss by generating internet user personas with **OpenAI API**
- Used **Flask** for backend, **React** for frontend, and **SQLite3** for database

**Notre Dame Video Game Development Club** | Notre Dame, IN

February, 2023 – December, 2023

*Game dev: Dungeons and Domers (<https://games.vgdev.club/dungeonsanddomers/>)*

- Participated in developing a 2D dungeon crawler game with **Unity**
- Led parts of room design, room tiles construction, and player camera programming

## COMPETITION

**Hesburgh Libraries Hackathon 2024** | Notre Dame, IN

April, 2024

*App dev: A11yVate (a crowdsourcing information space based on annotatable map and AI search).*

- A11yVate displays users' annotations of accessibilities and activities on map, finds path for people with disabilities.
- Used **Flask** for backend, **Vite**, **React**, **scss** for frontend, achieved path finding based on **Google Maps API**
- Used **speech-to-text** for user input and **OpenAI API** for customizing suggestions
- 2nd place (total: 15 teams)

**American Statistical Association DataFest 2024** | Notre Dame, IN

March, 2024

*Data Analysis: CourseKata Data Visualization and Analysis*

- Analyzed CourseKata's dataset of student course experience cooperatively and made suggestions for improvement
- Cleaned and visualized **large CSV dataset** with **pandas** and **matplotlib**
- Evaluated features' effectiveness with Structural Equation Model (**SEM**) and Principal Component Analyses (**PCA**)

**Shanghai Adolescents Science and Technology Innovation Contest** | Shanghai, China

June, 2021 – October, 2021

*Robotics: Automatic Triangular Traffic Warning Sign*

- Used PID algorithm, **C** for robot control, and **MicroPython** for **OpenMV**
- 2nd prize at Shanghai Adolescents Science and Technology Innovation Contest
- 3rd prize and CTB Inventor at China Thinks Big 2020-2021 National Trail; granted a patent and presented to SAIC

## COURSEWORK

**Machine Learning for Engineers** | London, England (Summer Engineering Study Abroad)

May, 2023 – June, 2023

*Project: Wine Quality Prediction (<https://github.com/Leoreoreo/WineQualityPrediction>)*

- Used logistic regression with **sklearn** with SGD optimizer and different regularization methods

## TECHNICAL SKILL

Python (Flask, PyTorch, sklearn, Tensorflow), JavaScript & TypeScript (React), Java, C, HTML/CSS, SQLite3, Unity