Leyang Li

+1 (574)378-5954 | 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 — March, 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, mcss** 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