Leyang Li

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

University of Notre Dame | Notre Dame, IN

26' Undergraduate Student, Great China Scholars — *Cumulative GPA: 3.958/4.000*
Major: Computer Science (Bachelor of Science) — *Major GPA: 3.980/4.000*
Supp. Major: Applied and Computational Mathematics and Statistics — *Major GPA: 4.000/4.000*
Current Courseworks: Database, Computer Architecture, Operating Systems

EXPERIENCE

China Construction Bank Fintech | Shanghai, China — (Expected) June, 2024 – August, 2024
Software Development Intern

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

SaNDwich Lab (Science of AI at Notre Dame With Interaction between Computer and Human) | University of Notre Dame
Full-Stack App Developer, Research Assistant

***Ad Auditing**: an interactive, risk-free system to explore privacy data's usage* — January, 2024 – May, 2024

- 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:** an Internet user persona generator to analyze users' privacy loss* — September, 2023 – December, 2023

- Generated personas with **OpenAI API**
- Used **Flask** for backend, **React** for frontend, and **SQLite3** for database

Notre Dame Video Game Development Club | University of Notre Dame — February, 2023 – December, 2023
Game Developer: 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 | University of Notre Dame — April, 2024
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
- Achieved the second place (total: 15 teams, $2000)

American Statistical Association DataFest 2024 | University of Notre Dame — March, 2024
CourseKata Data Visualization and Analysis

- Analyzed CourseKata's dataset of student course experience 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
Automatic Triangular Traffic Warning Sign: a triangular warning sign that can set up itself

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

COURSEWORK

Machine Learning for Engineers | University of Notre Dame at London, England — May, 2023 – June, 2023
Project: Wine Quality Prediction (https://github.com/Leoreoreo/WineQualityPrediction)

- Used logistic regression with **sklearn** with SGD optimizer and regularization methods to predict wine quality

TECHNICAL SKILL

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