Leyang Li

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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: Theory of Computing, Systems Programming, Linear Algebra & Differential Equation, Probability

University of Notre Dame | London, UK

May, 2023 – June, 2023

London, England Summer Engineering Study Abroad

Courses: Machine Learning for Engineers, Creative Programming with Processing

EXPERIENCE

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

July, 2023 – August, 2023

Data Analyst Intern: Application of Machine Learning in Investment Forecasting

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

COURSEWORK

Wine Quality Prediction | University of Notre Dame (UK)

June, 2023

Project for Machine Learning for Engineers: (https://github.com/Leoreoreo/WineQualityPrediction)

- Learned machine learning theories and sklearn.py and Tensorflow.py implementations
- Predicted wine quality using logistic regression with SGD optimizer and different regularization methods

Travel Data Visualization | University of Notre Dame

May, 2023

Project for Engineering Computing: (https://leoreoreo.github.io/EGcomp-Final-Project-Web/)

- Provided information for users to make informed decisions about travel plans
- Cleaned and visualized large CSV dataset with pandas.py and matplotlib.py
- Created a corresponding website with HTML and CSS cooperatively using Git

PROJECT AND RESEARCH

Privacy Sandbox | Notre Dame, IN

September, 2023 – Now

Research Assistant: Privacy Sandbox web development (<u>https://github.com/Leoreoreo/relatedPosts</u>)

- Participate in creating a website that generates virtual internet user personas used to analyze users' privacy loss
- Use Flask.py for backend, React.js for frontend, and SQLite for database
- Achieve semantic-search in persona information and construct Sankey relation diagram using D3.js

Notre Dame Video Game Development Club | Notre Dame, IN

February, 2023 – December, 2023

Project: Dungeons and Domers game development (<u>https://games.vgdev.club/dungeonsanddomers/</u>)

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

Shanghai Adolescents Science and Technology Innovation Contest | Shanghai, China

June, 2021 – October, 2021

Project: Automatic Triangular Traffic Warning Sign

- The robotic project involved PID algorithm, achieved using C for robot control and MicroPython for OpenMV
- Won 2nd prize at Shanghai Adolescents Science and Technology Innovation Contest
- Won China Thinks Big 2020-2021 National Trails 3rd prize and CTB Inventor
- Granted a patent and received high recognition from SAIC

Institute of Microelectronics of Chinese Academy of Sciences | Beijing, China

July, 2021 – August, 2021

Research: Road Traffic Sign Recognition Based on Lightweight Neural Network

- Compared the application of YOLO-MoblieNet-V1, V2, V3, and YOLO-V4-tiny in traffic sign recognition
- Poster presented at The 10th Applied Optics and Photonics China (AOPC2021)
- Paper accepted by Society of Photo-Optical Instrumentation Engineers (SPIE)

TECHNICAL AND LANGUAGE SKILL

Technical: C, Python (Flask, PyTorch, sklearn, Tensorflow), Java, JavaScript (React), HTML/CSS, SQLite, Matlab, Unity C# Language: Mandarin, English