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

- 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 (https://games.vgdev.club/dungeonsanddomers/)

- 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