Yilin Li

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# **Education Background**

### University of Michigan - Ann Arbor

MI, USA

Master of Science in Electrical and Computer Engineering (Minor: Computer Vision)

Sep 2021 - Apr 2023

**GPA:** 4.00/4.00

Courses: Data Manipulation and Analysis, Machine Learning, Computer Vision, Database Application Design

#### Zhejiang University

Hangzhou, China

Bachelor of Engineering in Electronic Information (Minor: Information Engineering)

Sep 2017 - June 2021

**GPA:** 3.68/4.00 (**Major:** 3.82/4.00)

Courses: Numerical Analysis Methods, Digital Image Processing, Data Analysis and Algorithm Design, Computer Organization and Design, Wireless Network Application

# Skills Summary

- Programming Languages: C/C++, Python, Java, JavaScript, HTML, CSS, Shell, SQL, Julia, Verilog, MATLAB
- Tools & Frameworks & Platform: Git, Linux, PyTorch, TensorFlow, Django, React, Flask, Pandas, AWS, Docker, MongoDB, FPGA

# Related Experience

### Huawei Hangzhou Research Institute

Hangzhou, China

Software Development Engineer Intern

July 2020 - Aug 2020

- o Code Optimization: Reduced the cyclomatic complexity of 25+ functions. Updated project dependencies to the latest versions and fixed several conflicts.
- o Compiler Bug Fix: Successfully located and solved the failure of 10+ test cases using the GDB debugger.
- New Feature Development: Learned LLVM basics and developed a new pass to estimate compilation time.

#### Tokyo Institute of Technology

Tokyo, Japan

Summer School

July 2019

- Assemble Program and Analysis: Implemented and optimized various functions of a basic calculator.
- FPGA-implemented Applications: Implemented a multi-machine interactive chat program and a chess game program.

### Research and Projects

- Personal Website Template Built with React (JavaScript, React, HTML, CSS):
  - o Developed a modern and responsive personal website template using React, HTML, CSS, and JavaScript.
  - Implemented reusable components and optimized the website for improved performance.
  - o Integrated various features such as navigation, contact forms, and portfolio sections to showcase projects and skills. GitHub: https://github.com/Phantom-eva/portfolio
- A Compiler For The COOL Programming Language (C++, Cool):
  - o Designed and implemented a compiler for the COOL (Classroom Object-Oriented Language) programming language.
  - o Developed lexical analysis, syntactic analysis, semantic analysis, and code generation phases.
  - Successfully compiled the COOL high-level language to MIPS assembly and executed on SPIM, the MIPS simulator. GitHub: https://github.com/Phantom-eva/Compiler
- Multiplayer Gobang Based on Reinforcement Learning (Python, Reinforcement Learning, Transformer):
  - o Developed a multiplayer Gobang (also known as Five in a Row) game using reinforcement learning techniques.
  - o Utilized reinforcement learning algorithms, such as deep Q-learning, to train an AI agent to play Gobang.
  - Evaluated the AI agent's performance against human players and assessed its learning capabilities and gameplay effectiveness. GitHub: https://github.com/Phantom-eva/AlphaZero\_Gobang\_3player
- Image Inpainting Using GAN, Partial Convolution And Region Normalization (Python, Computer Vision, GAN, PyTorch):
  - o Developed an image inpainting system using state-of-the-art techniques including Generative Adversarial Networks (GAN), Partial Convolution, and Region Normalization.
  - Demonstrated the effectiveness of the system through extensive experimentation and evaluation on diverse datasets. GitHub: https://github.com/Phantom-eva/image\_inpainting

# Honors and Awards

- Outstanding Graduate of Zhejiang University 2021
- Meritorious Winner in Mathematical Contest in Modeling 2020
- University Student Scholarship of Texas Instruments 2019
- Outstanding Volunteer of Zhejiang University 2019

### Other Experience

### Volunteer teacher in elementary school

Jinhua, China