

Peixuan Li

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EDUCATION

BASc - Computer Engineering

University of Toronto - St.George

09/2020 - Present

Courses

- Software Design courses (Operating System, Data Structure & Algorithm Design, C++ Programming, APS10 5-C Programming,)
- Hardware Design Courses (Digital Logic, Computer Architecture)
- Artificial Intelligence Engineering
- PEY CO-OP Program

WORK EXPERIENCE

LLM Machine Learning Research Assistant

Acceleration Consortium at University of Toronto

05/2024 - 09/2024

Toronto, Ontario, Canada

Achievements/Tasks

- Help in project LLM-Prop: Predicting Physical And Electronic Properties Of Crystalline Solids From Text Descriptions.
- Model training and fine tuning.
- Experimental data collection.

Research Assistant - AI for Computational Neuroscience

CoNSens Lab, University of Toronto

05/2024 - 09/2024

Toronto, Ontario, Canada

Achievements/Tasks

- Implement application to reveal machine learning model structure that cooperate computational neuroscience.
- Use machine learning in various ways to analyze human brain imaging data.

Software Engineer Intern - Cloud Database Huawei

05/2023 - 05/2024

Toronto, Ontario, Canada

Work in cloud and database engine technology areas on quality assurance and automation framework.

Achievements/Tasks

- Develop automation test framework and test tools.
- Write and review testcases and test specifications.
- Perform system testing for cloud, high availability and reliable database solution.

Machine Learning Application in Analyzing Gaming Health Impact- Research Assistant

HIVE Lab at University of Toronto, Dalla Lana School of Public Health

10/2023 - Present

Toronto, Canada

Applying data science, Natural Language Processing (NLP), information visualization, and health informatics, to analyze the impact of problematic gaming on behavioral health in Canada

Achievements/Tasks

- Data Analysis and Modeling
- Data Management
- Algorithm Implementation

SKILLS

C++

C

Python

Java

MySQL

Verilog

Assembly Language

MATLAB

JavaScript

PowerShell

FPGA Programming

Natural Language Processing (NLP)

Long Short-Term Memory (LSTM)

Transformer (Machine Learning Model)

Generative Adversarial Networks

Git

GitHub

Pytorch

TensorFlow

NumPy

Pandas

React Native

Linear Algebra

Data Processing

Data Structure

Machine Learning

Computer Architecture

Operating System

Linux & Unix

Valgrind

GNU Debugger

PERSONAL PROJECTS

Wind Turbine Control App Design (Python & JavaScript) (09/2022 - 04/2023)

- Mainly using Python (FastAPI) & JavaScript (React Native) for implementation.
- Implementing app to reveal information of Wind Turbine model.
- Implementing functions to control Wind Turbine model via the app.

News Catagories Calssifier (Python) (05/2022 - 08/2022)

- Built a bidirectional LSTM model to classify news categories, and trained it with data processed by Pandas, NumPy, PyTorch, etc. Final test accuracy could reach around 90%.
- Deisgned & debugged neural network models
- Tuned hyperparameters of model

Map Software Building (C++) (01/2022 - 04/2022)

- Worked on building a map website like Google Maps in a group of 3.
- Practiced in software design and version control (Git).
- Worked on testing, debugged and designed algorithm & UI

Flip Card Memory Game (C, ARM Assembly) (01/2022 - 04/2022)

- Building a flip card memory game in C & ARM Assembly.
- Connect Breadboard as controller.
- Gain experience in design with consideration of computer architecture and hardware.

Processor Building on FPGA (Verilog) (01/2022 - 04/2022)

- Building a processor on FPGA with functions of calculating, etc.

CERTIFICATES

Dean's Honour List (09/2021 - 12/2021)

Award for students whose GPA is over 80%.