Raymond Li

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SKILLS

Languages: Python, JavaScript (React, Node), Kotlin/Java, C/C++, HTML/CSS, Bash, LaTeX Technologies: Git, Docker, Jenkins, PyTorch, GCP, Apache, Arch Linux, WSL, Jira, Google-fu

EXPERIENCE

Meta Menlo Park, CA

Production Engineer, Al infrastructure

Sept 2024 - Present

- Improving the observability, reliability, efficiency and scalability of PyTorch 2 compilation

Tesla Palo Alto, CA

Software Engineering Intern

Jan - Apr 2024

- Built multi-layered caching API for SCons build system to speed up builds by 70% (Python, Linux)
- Automated tedious manual build-test-deploy of custom SCons with Jenkins CI pipeline and Docker containers, saving 3 days per release cycle for core library used to build 200+ components
- Collaborated with Staff Engineers to extend in-house LLM solutions (FauxPilot, HuggingChat, etc) to diverse environments and applications, and drove dev container generation and adoption
- Spearheaded upgrade of all (9) components built on Ubuntu 12.04 to 20.04, completing full toolchain upgrades (GCC 4.X -> 10.5) and removing broken and obsolete Docker image. Enlisted 16 Staff/Senior Engineers in 5+ teams across multiple orgs (Autopilot, Energy, Firmware) to help

CharaChorder Dallas, TX

Open Source May 2023 - Present

Leading development of nexus, a cross-platform desktop app providing typing analysis

Amazon Web Services (AWS)

Seattle, WA

Software Dev Engineer Intern

Jan - Apr 2023

- Developed Python job to cleanup 30,000+ incommunicado (96% of all) DynamoDB Transaction-Coordinator nodes, significantly reducing EC2 usage costs and receiving SVP commendation

PlayStation (Sony) Waterloo, ON May - Aug 2022

Software Developer Intern

- Independently concepted, designed, developed and documented first ever PS5 Easter Egg

Software Developer in Test Intern

May - Aug 2021

- First prize at PlayStation worldwide hackathon (game-recommendation app, out of 100+ teams)
- Created widely adopted Chrome Extension to diff test spec versions, and scripts to automatically sort, version, label and template pytest test scripts, reducing time required by 90%

PROJECTS _

i3lock-color C, X11

1,000+ stars, 130+ forks, 10,000+ users

Owner and maintainer of the world's most popular non-default computer lockscreen

VoiceBox React.js, Material UI

- Text-to-speech webapp using Google Cloud AI, acquired by <u>ig-eg</u> (non-profit organization)

EDUCATION

University of Waterloo

Bachelor's of Computer Science · Sep 2020 - Aug 2024

- 3.9 GPA, co-designed CS 136L Linux course, 2022 Sysadmin of Computer Science Club
- Research Assistantship: Created ML models to classify pilot skill based on real simulator data

Interests: Enjoys skiing, playing chess and violin, and would like to try skydiving. #btwluseArch