

WEIHAN LI

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA

05/2021

Bachelor of Science in Computer Science

GPA: 3.96/4.0

Bachelor of Science in Discrete Math and Computation

Dean's List, High Honors

Selected Coursework: Algorithm Design and Analysis, Introduction to Computer Systems,
Foundations of Programming Languages, Natural Language Processing, Constructive Logic

in Fall 2017-Now

EXPERIENCE

Language Technologies Institute, Carnegie Mellon University | Research Assistant

09/2019-Now

- Conducting research on automatic gloss finding to improve ad-hoc search

Google, San Francisco, CA | Software Engineer Intern, Chrome Operations Team

05/2019-08/2019

- Added front-end features for charts view for Chromium's issue tracker(bugs.chromium.com) in JavaScript using LitElement, caused 54% growth in unique charts users
- Added back-end support for charts view and search query keywords using Python and MySQL
- Built two ML models using TensorFlow 2.0

Microsoft, Beijing, China | Software Engineer Intern, STCA-Ads Team

05/2018-08/2018

- Analyzed correlation between data and conducted anomaly detection to build counter analysis module in an auto-Direct Response Individual tool using Python
- Clustered data by description using Natural Language Processing
- Built data structures using XML and created web app to visualize using jQuery

PROJECTS

Cybersecurity Defense-Attack Game Apps vs Hackers

09/2018-05/2019

- Designed and implemented a fully functional educational game using Unity WebGL
- Conducted user research to evaluate the educational effectiveness of social features under Social Cybersecurity Lab at CMU HCI Institute

Wiki Question-Answering System

09/2018-11/2018

- Conducted answering system given questions and wiki file using NLP algorithms
- Narrowed down to target sentence using tf-idf and cosine similarity
- Parsed sentence tree and left with most concise form using basic grammar

Star-Trek Style 3D Chess

11/2017

- Built 3D interface and rotatable views and programmed 3D chess rules using Panda 3D
- Enabled one-player mode and best next move suggestions using AI algorithms

SKILLS

Language Mandarin (Native), English

Programming Python, C/C++, Standard ML, JavaScript, HTML/CSS, C#(intermediate), Java(basic)

Tools pandas, numpy, Panda 3D, SQL,

Open CV, Django, jQuery,

TensorFlow(intermediate)

Applications LaTeX, Markdown, Unity, Adobe Photoshop, Adobe InDesign, Google SketchUp

HONORS

Virginia Tech Regional Mathematics Contest 2018 (North America) Ranked top 5%

William Lowell Putnam Mathematical Competition (North America) Ranked top 500 in 2017,2018