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, in Fall 2017-Now Foundations of Programming Languages, Natural Language Processing, Constructive Logic **EXPERIENCE** 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 o Built two ML models using TensorFlow 2.0 Human Computer Interaction Institute, Carnegie Mellon University | Research Assistant 08/2018-05/2019 Designed a defense-attack game featuring virus and defending bricks Built PC-functional prototype using PyGame and full version game using Unity engine 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** 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 o Parsed sentence tree and left with most concise form using basic grammar Web app Smart Colors 07/2018 o Compiled data to create database and constructed the Front-end and Back-end of the web app to give fashion and color combination suggestions using Django Cooperated on extracting data from internet using web scraping **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 **Programming** Python, C/C++, Standard Language Mandarin (Native), English ML, JavaScript, HTML/CSS, Tools pandas, numpy, Panda 3D, SQL, C#(intermediate), Java(basic) Open CV, Django, jQuery, Applications LaTeX, Markdown, Unity, Adobe Photoshop, Adobe InDesign, TensorFlow(intermediate) 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