

# LI, KIN FUNG (CALVIN)

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LinkedIn: Calvin Li (<https://www.linkedin.com/in/calvin-kin-fung-li/>)

*Calvin is a fast learner who adapts to new environment and picks up new skills quickly. Dedicated to both engineering and business, his robust and diverse academic background empowers him to generate new, impactful ideas and execute them.*

## WORK EXPERIENCE

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### Flurry Finance

Jun 2021 - Feb 2022

*Blockchain Developer*

- Developed **Flurry Protocol**, a **cross-chain DeFi yield aggregator**
- Implemented **optimization of DeFi lending portfolio**, up to **2x return** of naive algorithm
- Programmed smart contracts and scripts for yield farming, staking, tokens, trading, price oracle
- Integrated with popular DeFi projects (Aave, Uniswap, Chainlink, Venus, Alpaca, Rabbit, etc.)

## EDUCATION

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### The Hong Kong University of Science and Technology (HKUST)

Sep 2019 - May 2024

*Dual Degree Program: BEng(COMP & ELEC) & BBA(GBM)*

- Minor in Mathematics, and in Robotics
- CGA: 3.94/4.3 (*top 3%*)

### Eidgenössische Technische Hochschule (ETH) Zürich

Feb 2022 - Aug 2022

*Semester Exchange: Computer Science*

- Grade: (pending)/6.0

### PLK Centenary LSC Mem. College

Sep 2013 - Jul 2019

- HKDSE: 5\*\* in Chinese, Math, M2, Physics, Chemistry and Economics, 5\* in English (*top 0.2%*)

## HIGHLIGHTED TECHNICAL SKILLS

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<b>Programming Languages</b>	Java, Haskell, C/C++, Solidity, Python, JS, TS, MATLAB
<b>Formal Verification</b>	Apron, Soot
<b>Blockchain / DeFi</b>	OpenZeppelin, Hardhat, Ethers.js, Remix
<b>ML / Data Science</b>	pandas, numpy, scipy, matplotlib, seaborn, sklearn, etc.
<b>Others</b>	Git, Docker, Maven
(full portfolio at GitHub: <a href="https://github.com/StardustLID/StardustLID">https://github.com/StardustLID/StardustLID</a> )	

## HIGHLIGHTED COURSEWORK

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<b>Computer Science</b>	OOP, Functional Programming, Algorithms, Formal Methods, ML, Database, Networking, Computer Architecture
<b>Electronic Engineering</b>	Signal Processing, Control Theory, Circuits, Embedded Systems
<b>Finance</b>	Mean-Variance Portfolios, Factor Models, Financial Asset Valuation
<b>Math</b>	Discrete Math, Linear Algebra, ODE, Probability
(course list available in transcript)	

## EXTRA-CURRICULAR EXPERIENCE

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### Robocon Subteam, HKUST Robotics Team

Dec 2019 - Jun 2021

*Team Leader, Senior Hardware Engineer ← Junior Hardware Engineer*

- **Multiple champions** and other awards in International and Regional Robocon 2021 and 2020
- Managed robot R&D progress for 30+ mechanical, hardware and software engineers
- Prepared game plans for robotic archery (2021) and rugby (2020)
- Circuit design, routing, electronic R&D (laser ADC, regulators and converters, etc.)

### UBS Zürich HQ

Dec 2020 - Jan 2021

*Student Analyst (Team Captain, AI Developer)*

- Prototyped a ML-based **fintech startup prediction tool** with **70% accurate funding patterns**
- Data pipelining of *Crunchbase* dataset
- Models and methods: hypothesis testing, K-means, PCA, decision tree, regression

## PROJECTS

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### Formal Verification of Java Project

Spring 2022

*Rigorous Software Engineering @ETH Zürich*

- **Numerical** and **pointer analysis** in **polyhedra abstract domain**
- Handled arithmetic, boolean, branch and loop expressions on integers
- Apron & Soot (analysis), SLF4J & Logback (logging), JaCoCo (coverage), Maven & Docker (DevOps)

### Reliable Transport Layer

Spring 2022

*Computer Networks @ETH Zürich*

- Implemented **sliding window** over User Datagram Protocol (UDP) in C
- Reliable against packet loss, reordering, duplication and corruption
- Features: cumulative ACK, sender and receiver buffer, timer and retransmission

### Digital Audio Player (DAP)

Fall 2021

*Introduction to Embedded Systems @HKUST*

- Circuit design in Altium, programmed in C with STM32 toolchain
- DAP functionalities: MP3 and WAV support, audio codec and equalizer, FATFS file I/O
- Features: text-based UI, encoder, system clock, interrupt, button, LED

### Operation H (Top-down Shooter Game, Inspired by *Twilight Wars*)

Fall 2020

*Honors OOP and Data Structures @HKUST*

- Programmed in C++ with Qt as GUI framework
- Features: A\* path search, bullet trajectory and collision, map height system, camera
- Design patterns used: singleton, flyweight, strategy