

Shaoyan Li



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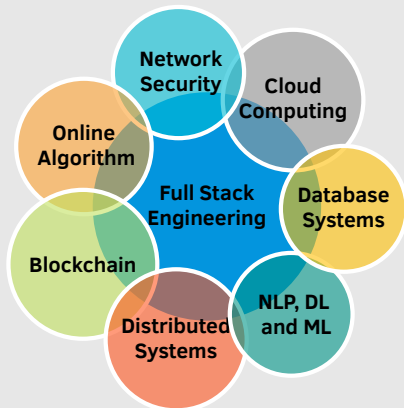
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SyLi9527

Skills

Overview



Programming

VSTO • .NET • Unity • C#

Javascript • Typescript

HTML5 • CSS3 • Reactjs • Nextjs

Django • Golang Framework

SQL • Cloud

Python Deep Learning Framework

C++ • GLSL Shader

Internship

Huawei Technologies Co. Ltd

Jun 2019 - Sep 2019

Software Engineer Intern at cloud opening labs

- Deployed and Maintained microservices.
- Implemented code for development process automation (CI/CD).

Education

Sep 2020 -
Nov 2023

Master of Science, Informatics (GPA: 5.2/6)
UZH

Zürich, Switzerland

Sep 2016 -
Jul 2020

Bachelor of Engineering, Automation (CGPA: 86.38/100)
Xi'an Jiaotong University (XJTU)

Xi'an, China

Research Experience

Feb 2023 -
Sep 2023

Unsupervised 3D reconstruction
Master Thesis at VMML group

UZH

- Reconstructed 3D point cloud and object with self-supervised nerbs deep learning framework.
- Built a visualization interface based on QT to showcase the pipeline.

Dec 2021 -
Jul 2022

Dialog System for Guided Health Coaching
Master Project at IMRG group

UZH

- Designed and built an intelligent dialog agent (dialog-based AI).
- Recognized context and performed various reaction according to different prompts.
- Cooperated with a new start-up, juli (website: juli.co), to further develop the chatbot to serve for asthma patients.

Mar 2021 -
Jun 2021

Implementation of Attentional Recurrent Neural Network for Human Mobility Prediction
Master Basic Module at DBTG group

UZH

- Implemented and described the ARNN network.
- Predicted human mobility and upper limit estimation on dedicated datasets based on DeepMove algorithm.

Work Experience

Apr 2022 -
present

PPT addin/website development
Full Stack Engineer (part time) working on multiple tasks

YanTuTech

- Implemented and built a ppt addin based on vsto (Visual Studio Tools for Office).
- Migrated frontend from electron to tauri (another cross-platform react framework) with more flexible and functionality.
- Visualized protein and DNA/RNA with elegant styles using three.js/ngl/glsl shader.
- Developed backend using Django for user management and individual/group subscription.
- Finetuned some models and provided AI functionality to users, like style transfer/2d to 3d etc.
- Maintained docker/gunicorn/nginx/serverless services.
- Deployed projects by CI/CD scripts and monitored projects with Prometheus.
- Designed and Implemented a website with NextJS framework, which provides AI-based paper cover generation service to academia.