

Haolong Li

Lausanne, Vaud, Switzerland | +41 076 238 75 93 | haolongli_neko@outlook.com
<https://github.com/Tachi-67> | [linkedin.com/in/li-haolong](https://www.linkedin.com/in/li-haolong)

EDUCATION

Master of Science, Computational Science and Engineering, EPFL

June 2025

- GPA: 5.18/6.

Bachelor of Science, Statistics, Harbin Institute of Technology

June 2022

WORK EXPERIENCE

Software Engineer Intern, Logitech Europe SA

August 2024 – Present

- Innovated a **desktop app** using **JavaScript**, **Python** and **C++** to track and analyze mouse movement patterns in real time to provide personalized DPI recommendations.
- Created a user interface using **React.js** and **Electron.js** to allow interactive inspection of mouse behavior statistics and DPI recommendations.
- Produced a **multi-process & multithreaded** mouse tracker backend to quantify mouse movement patterns, ensuring 90% capture accuracy in 95% usage scenarios.
- Architected a **SQLite database** to store and query processed mouse movement data.
- Designed and facilitated bi-weekly workshops with 4 senior staff to identify and prioritize product features.

PROJECTS

Android developer & Scrum master, Cook4Me github.com/cook4me/android

February 2023 – June 2023

- Built an **Android app** using **Kotlin & Jetpack Compose** for users to organize food-sharing events, contributed 5000+ lines of A-level maintainable code to the main branch employing **MVVM**.
- Deployed **continuous integration (CI) pipeline** using Cirrus CI to automate instrumented tests and code linting, reaching test coverage of 81% and reducing manual efforts by 90%.
- Created the 'Events' feature by building data classes, display screens, ViewModels, and **Firestore database** integration, increasing weekly user rating from 4.5 to 4.7.
- Managed and led a 6-member team under the **Scrum** development process and coordinated with 2 senior product managers toward the successful launch of the app.

Software Developer, JARVIS, huggingface.co/aiflows/JarvisFlowModule

September 2023 – February 2024

- Developed an **interactive self-programming agent** with 17 hierarchical large language models, incorporating memory management, and memory re-utilization features.
- Implemented a **canvas feature** for user-agent interaction, reducing 60% user re-query attempts by creating a feedback panel for the user to respond to the content generated.
- Orchestrated inter-module interaction of LLMs, code compilers, and the file system by designing **object-oriented structures** for 17 LLMs and other modules.

Front-end Developer, Cool Online SuperM <https://coolsuperm.netlify.app/>

July 2024 – August 2024

- Established an online supermarket **web app** with **JavaScript** and **React** with Stripe payment integration.
- Engineered responsive product listing and detail views by integrating two API endpoints, achieving a 15% decrease in page load time while enhancing user interaction with real-time data retrieval.
- Built cart functionality with automatic restoration feature by writing and retrieving cart information locally, saving browsing time by 30% per session.

SKILLS

Languages: English, Mandarin (mother tongue).

Programming: Python (proficient), JavaScript (proficient), Kotlin (familiar), C++ (familiar).

Technologies: Android, React.js, Electron.js, SQL, Firebase, Jetpack Compose, PyTorch, Hydra, Apache Spark, Apache Hive