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EDUCATION

• University of Michigan

Ann Arbor, MI

Bachelor of Science Engineering in Computer Science & Data Science GPA: 4.0

Expected May 2022

- Relevant Courses: Machine Learning(taking), Web Systems(taking), Computer Security(taking), Algorithm, Computer Organization, Data Structures, Linear Algebra, Applied Regression(taking), Probability
- Work: One-on-one Tutor for Linear Algebra at Math Department

• Rensselaer Polytechnic Institute

Troy, NY

Bachelor of Science in Computer Science GPA: 3.96(Dean's Honor List)

Aug 2018 - May 2019 (Transfer Out)

o Relevant Courses: Data Structures, Discrete Mathematics, Computer Organization, Multivariable Calculus

EXPERIENCE

• Adversarial ML on Audio Speech Recognition

Ann Arbor, MI

Research Intern

May 2020 - Present

• Machine Learning: Conduct research on Adversarial Machine Learning. Research focuses on finding efficient methods to attack audio speech recognition ML models. Advised by Prof. Atul Prakash.

• Lianlian Pay

Hangzhou, China

Software Engineering Intern

July 2020 - August 2020

• **Blockchain**: Worked on a blockchain platform with financial application; Developed database management system and account authorization system in the back-end chain manager; Developed online IDE and chain data query in front-end web page; Tested the system with loan service in bank and cross border e-commerce business.

• Crossmod

Ann Arbor, MI

Undergraduate Research Assistant

Sep 2019 – May 2020

- o Crossmod is a system that could detect toxic incoming comments on Reddit using ML models.
- Machine Learning: Deployed the Crossmod to AWS Cloud Server; Implemented dynamic re-training on models for high accuracy; Implemented multi-thread prediction for high efficiency; Packaged the whole system as an open API. It is now working effectively on several subreddits like r/Futurology; Advised by Prof. Eric Gilbert

• Ant Group (Alibaba)

Hangzhou, China

Software Engineering Intern

Jul 2019 - Aug 2019

- Machine Learning: Worked on a Machine Learning Platform(PAI) by Alipay; Implemented an image classification algorithm with deep learning and built the whole workflow on GPU; Packaged the algorithm as a template which has been used for 1000+ times; Wrote Python SDK for users to conveniently build ML models.
- Full-stack Development: Developed a dashboard to monitor the usages and manage the algorithm templates.

• Submitty

Troy, NY

Open Source Developer

Aug 2018 – May 2019

- Submitty is a programming assignment submission and auto-grading system from RPI.
- Full-stack Development: Achieved features such as group assignment submission and grade analysis; Maintained the system and fixed bugs with PHP Back-end.

Selected Projects

- Smart Library System: A face-recognition system for High School Library. Built with python and a camera.
- PONG: A redesigned and upgraded PONG video game. Won the 1st place in UCLA engineering competition.
- Gaokaopedia: A Wechat miniprogram that enhance communication between high school and college students.
- AR Clock: A Time-Management app for smartphone; Helped people tracked their time and support AR.

SKILLS

- Programming Languages: C++(proficient), Python(proficient), Java(proficient), JavaScript, C, PHP, Swift
- Technical Skills: Tensorflow, Pytorch, Keras, AWS, React, React Native, BootStrap, SQL
- Languages: English, Chinese(Mandarin)