Yutao Li

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Education

University of California, Davis **June 2023**

B.S. in Computer Science Major GPA: 3.8/4.0

B.S. in Managerial Economics / Business Major GPA: 3.9/4.0

Relevant Coursework:

- Data Structures
- Operating Systems
- Advanced AI
- Web Programming
- Computer Security
- Computer Networks
- Machine Learning
- Computer Graphics

Skills

Programming languages: Java, Javascript, Python, C, C++, C#, SQL, R, Go, Prolog, Clisp

Frameworks: React.js, Node.js, Pytorch, Tensorflow, Scikit-learn, Bootstrap

Tools: AWS, Github, Google Cloud Platform, Ubuntu, WebGL, OpenGL

Experiences

Contributing Programmer, EatifyDash.com **December 2022 - Present**

- A newly founded startup focused on providing point-of-sale management, website, online ordering, and in-store QR code menu services for chinese restaurant establishments
- Used Firebase and Stripe for secure authentication, data storage, and payment processing
- Created a serverless design for the backend functionalities using Firebase cloud functions
- Used Reactjs, Bootstrap, and CSS to create frontend (Demo: https://eatify-22231.web.app)

Projects

Spam Email Classifier **June 2023**

- Implemented Naive Bayes and SVM algorithms to classify spam and non-spam emails
- Used grid-search hyperparameter optimization to increase performance by 1% accuracy
- Ultimately produced a model that had an accuracy of 97.7% with a 97% F1 score
- Used Flask to set up a front-end web application hosting spam filter detection functionality

Pong AI **January 2021**

- Applied a Deep-Q learning model to train an AI for a near 100% win rate at Atari Pong
- Utilized 2D convolutional layers to filter image data and retain spatial information
- Utilized Python libraries such as Pytorch and Numpy to implement gradient descent
- Employed the use of the Google Cloud Platform for remote training periods over 6 hours

Interactive 3D Viewer **October 2021**

- Used the WebGL API to create a web page application to interactively display 3D objects
- Used linear algebra and quaternions math to calculate transitions and rotations in 3D space
- Implemented direct and reflective lighting via the use of shaders programmed in GLSL (C)