

Eric Li

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EDUCATION

Carnegie Mellon University

Pittsburgh, PA

B.S. in Discrete Mathematics and Logic, Additional Major in Computer Science, 3.5/4.0

2018–2022

- **Honors and Distinctions:** University Honors, Dean's List (Multiple)
- **Relevant Coursework:** Data Structures, Theoretical Computer Science, Probability, Computer Systems, Machine Learning, Algorithms, Real Analysis, Continuous Time Finance, Artificial Intelligence, Convex Optimization, Combinatorics, Database Systems, Deep Learning Systems, Graph Theory

EXPERIENCE

C3 AI

Redwood City, CA

Software Engineer - Platform

August 2022 - Present

- Developed features and improved stability for a platform-wide metadata store and code generation
- Reduced time to sync app metadata to server time by 15x
- Reduced overall QA developer time by 30% by creating a test-case generator for metadata store tests
- Helped catch platform-wide bugs by monitoring environments with blocked-threads from consumers of the platform

SMBC Capital Markets

New York, NY

Electronic Trading Intern

Summer 2021

- Created Full Stack application which generates, tracks, and manages reports of cash flow
- Added AUD Bond Functionality to Trading Server, allowing other traders to execute orders of these bonds

Carnegie Mellon University, Mathematical Science Department

Pittsburgh, PA

Student Researcher

Summer 2020

- Conducted research on additive combinatorics with Professor Kaave Hosseini
- Researched complexity and algorithms related to the sum-set problem
- Discovered a reduction from Labelled Clique Problem to the Clique Problem

Hiretual

Mountain View, California

Software Development Intern

Summer 2019

- Worked on improvements for the prediction model for an AI-driven recruitment software
- Analyzed results between different machine learning models and derived potential enhancements to each model

SKILLS

- **Technical:** Python, C++, Java, Standard ML, Matlab, \LaTeX , HTML

PROJECTS

- Deep Learning Library (Python, CUDA; 2021)
 - Implemented a novel deep learning library from scratch
- Database System (C++, 2021)
 - Database Manager with common optimizations