

BOYI (ELLIOT) LI

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EDUCATION

Carnegie Mellon University - Information Network Institute

PITTSBURGH, PA

Master of Science in **Information Technology**

Aug.2017 - Dec.2018 (Expected)

Courses: ICS (15-513), Distributed System (15-640), Adv. Cloud Computing (15-719)

Tongji University - School of Software Engineering

SHANGHAI, CHINA

Bachelor of Engineering in **Software Engineering**

Sept.2011 - July.2015

SKILLS

Proficient: Java, JavaScript, Golang, HTML, CSS, C#, Objective-C(iOS)

Intermediate: AngularJS, NodeJS, Swift, Python, C/C++, Sql

Platform & Tools: UNIX/Linux, Windows, Git, Emacs, L^AT_EX, Apache Mesos, Kubernetes

EXPERIENCE

PayPal Inc.

SAN JOSE, CA

Software Development Engineer Intern

May.2018 - Aug.2018 (expected)

- Integrated RexRay and Portworx volume solutions into Genesis system, which is a production-grade container orchestration based on Apache Mesos and Aurora using Golang.
- Extended Finite State Machine of system container deployment definition to support stateful application.

Microsoft Corporation

SHANGHAI, CHINA

Technical Support Engineer (Microsoft Academic College Hire)

July.2015 - July.2017

- Provided and developed customer solutions related to Exchange and Office 365, based on distributed Azure cloud directory to ensure high availability and site resilience with primary backup and ARIES recovery models.

Masters of Arts Anwendungsentwicklung GmbH

HAMBURG, GERMANY

Software Development Engineer Intern

May.2014 - Nov.2014

- Maintained a web application for crew management based on .NET platform using HTML, JavaScript, and CSS.
- Led interns and developed a desktop system for crew and financial management in C# using MVVM pattern.

SELECTED PROJECTS

JConveyor - A Paralleled Data Visualization Framework

PITTSBURGH, PA

Role: Back-end Developer (Java)

Mar.2018 - Apr.2018

- Designed and developed framework, data plugins, and visualization plugins interfaces to extract raw data from multiple data source (web crawling, file, RESTful APIs) using with MVC and listener pattern.
- Implemented support of paralleled processing for multiple datasets to speed up data processing 3 times faster than sequential solution.

Tribbler - An Information Dissemination Service

PITTSBURGH, PA

Role: Back-end & Storage Server Developer (Go)

Oct.2017 - Nov.2017

- Implemented a RPC-based tribbler server which supports a set of functionality: subscribing to users, unsubscribing, posing tribbles, list tribbles, etc.
- Implemented consistent hashing on back-end storage servers, and a lease-based cache consistency mechanism that cache frequently-accessed messages to improve the performance and scalability of the system.

Distributed Bitcoin Miner - Bitcoin Miner Based on LSP

PITTSBURGH, PA

Role: Back-end Developer (Golang)

Sep.2017 - Oct.2017

- Implemented Live Sequence Protocol (LSP) network protocol that supports robust communication with slide window and back-off resend, handles lost, duplicated, corrupted packets, as well as failing clients and servers.
- Built a distributed bitcoin miner system upon LSP, which harnesses the power of multiple distributed processors to speed up computation-intensive tasks with high availability and failure resistance.

HONORS & AWARDS

17'	Champion Award of Rocket Program (Top 2)	Microsoft CSS (GCR)
16'	1st Prize of Microsoft OneWeek Hackathon (Top 1)	Microsoft CSS (GCR)
15'	WWDC 15 Scholarship Winner (Globally 350 students)	Apple Inc.
14'	1st Prize of Microsoft Imagine Cup 2014, Tongji Campus (Top 2)	Microsoft Corporation
	Academic Excellence Scholarship (Three consecutive years)	Tongji University
13'	Outstanding Teaching Assistant Award	Tongji University