

Yutian Li

CONTACT

EMAIL: hotpxless@gmail.com
PHONE: +1 (650) 521-1357
WEBSITE: <https://yutian.li>

WORK EXPERIENCE

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| JAN 2016 - JAN 2017 | Engineer at MEGVII, BEIJING
<i>Infrastructure Development</i>
Cluster resource scheduling and containerized run-time. Large-scale neural networks training system. Support for cluster parallel training. Familiar with advanced C++ features and system design. |
| JAN - FEB 2015 | Assistant Developer Intern at JANE STREET ASIA LIMITED
Most work done in OCaml, a functional programming language. Worked on projects both in horizontal and vertical scope. Projects finished by myself went into production system. |
| FEB 2014 - JAN 2015 | Full-time Intern at MICROSOFT RESEARCH ASIA, BEIJING
<i>Systems Research Group</i>
Distributed CUDA system by the name of Minerva. Designed for rapid training of deep neural networks. Devised a technique to speed up convolution by up to 50%. Contributed a major part of the code, consisting of interface design, memory and thread management, scheduling. |

EDUCATION

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| Current
SEPT 2015 | Master of Science, COMPUTER SCIENCE DEPARTMENT
Stanford University
GPA: 4.0. Specializing in systems and theory. Took a gap year and returned. |
| AUG 2012 - JUL 2015 | Bachelor of Science in Engineering, COMPUTER SCIENCE AND TECHNOLOGY
Tsinghua University
Major GPA 92/100, ranked 4th out of 123. Changed major from Physics. Graduated with distinction. |
| AUG - DEC 2013 | Undergraduate Exchange Program, COMPUTER SCIENCE
University of Texas at Austin
GPA: 4.0 with University Honors. |

PROJECTS

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| MINPY | <i>Pure NumPy with third party operators and gradients.</i>
Integrated NumPy experience with MXNet. Offered Python interface native to NumPy with customizable operators and automatic gradient calculation. |
| VISUALGENOME | <i>Connecting structured image concepts to language.</i>
Worked under supervision of Fei-Fei Li. Helped with design and implementation of automated data cleaning and storage systems. Aimed to be a dense knowledge base of images, descriptions, and concepts. |
| MXNET | <i>An efficient, flexible distributed framework for deep learning.</i>
Built upon experience from Minerva, CXXNET, and many more robust frameworks. Worked under DMLC to provide flexibility and portability for legacy and new code. Designed and implemented the engine to support efficient task scheduling. Published in Neural Information Processing Systems, Workshop on Machine Learning Systems, 2015. |