

YAN LI

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EDUCATION

Wuhan University

Master in Computer Software & Theory

September 2011 - June 2013

Wuhan University

B.S. in Computer Science & Technology (GPA: 3.4/4)

September 2007 - June 2011

EXPERIENCE

NetEase Game, Inc.

Senior Development Engineer

July 2013 - July 2014

Hangzhou, China

- Finish a small but whole card mobile game in the training project within 2 months. Charge of all framework and logic in server.
- Participate in the development of a new mobile game, as one of the two original program developers for this project, complete most of the work including game engine, database design, client architecture and logging system in collaboration (C++ / Python / JavaScript).

Microsoft STC

SDET Intern

February 2012 - June 2012

Beijing, China

- Participate in building a complete training platform using ASP.NET MVC 3.0, to train a new extraction model for News webpages in Bing Search, and the PR value of the new model had been much-improved.
- Some data analysis and mining work (C#).

HONORS

- Google Code Jam (GCJ) 2014 Onsite Round (Top 25 worldwide) 2014
- The 36th ACM-ICPC World Finals Rank 18th 2012
- The 35th ACM-ICPC World Finals Rank 42nd 2011
- The 34th - 36th ACM-ICPC Asia Regionals 8 Gold, 2 Silver 2009 - 2011
- The 2rd Microsoft "Beauty of Programming" Challenge Competition Onsite Round 2013
- Tencent Hackathon 2012 Second Place 2012
- Central China mathematical modeling Invitational Competition First Prize 2009
- Microsoft Intern "SanGuoSha" 3V3 Game Competition First Place 2012
- Wuhan University "2011 Excellent Graduates" Honor Title 2011

TECHNICAL STRENGTHS

Computer Languages

C++, C#, Python, Java, JavaScript, Scheme, L^AT_EX

Tools

SVN, Git, Vim, Sublime

English

CET-4, CET-6

Others

Algorithm, Machine Learning