YAN LI

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EDUCATION

Wuhan University   *September 2011 - June 2013*
Master in Computer Software & Theory

Wuhan University   *September 2007 - June 2011*
B.S. in Computer Science & Technology (GPA: 3.4/4)

EXPERIENCE

NetEase Game, Inc.   *July 2013 - July 2014*
Senior Development Engineer   *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 developer for this game, complete most of the work including game engine, database design, client architecture and logging system in collaboration.

Microsoft STC   *February 2012 - June 2012*
SDET Intern   *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

TECHNICAL STRENGTHS	C++, C#, Python, Java, JavaScript, LaTeX
Tools	SVN, Git, Vim, Sublime
English	CET-4, CET-6
Others	Algorithm, Machine Learning