

# Li Yefeng (李烨锋)

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## RESEARCH INTERESTS

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My research interests lie in the broad area of Programming Languages and Software Systems. I am interested in formal verification for distributed programming and for compilation, type systems, proof assistants, functional programming, and so on. I hope to develop rigorously founded theories and tools at the service of reliable software.

## EDUCATION

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### Purdue University

Doctor of Philosophy student in Computer Science

*West Lafayette, IN, USA*

*Jan. 2021–now*

### Hong Kong University of Science and Technology (HKUST)

Master of Philosophy in Computer Science and Engineering

Bachelor of Engineering in Computer Engineering | Minor in Robotics

*Hong Kong S.A.R.*

*Sept. 2018–June 2020*

*Sept. 2014–June 2018*

## RESEARCH PROJECTS

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### Manifoldness Preserving Contraction

M.Phil. thesis, advised by Prof. Quan Long

*VisGraph Lab, CSE, HKUST*

*Aug. 2018–May 2020*

- Designed a new contraction method that guarantees manifold output given a manifold input using augmentation and the separation of singularities. It can be applied to geometry processing as a replacement to the conventional contraction operation which may destroy topology and produce imperfect results.

### Triangle mesh simplification

Advised by Prof. Quan Long

*VisGraph Lab, CSE, HKUST*

*Aug. 2018–May 2020*

- Used new contraction techniques to improve triangle mesh simplification wherein traditional methods fail to effectively restrict the destruction of input topology.
- Facilitated the parallelization in the construction of Levels-of-Detail of 3D models using 2D-projection of tile boundaries.

### Centralized Wireless Local Area Networks

Undergraduate final-year thesis, advised by Prof. Brahim Bensaou

*HKUST*

*Sept. 2017–Mar. 2018*

- Specified a centralization protocol for Wireless LANs as an (SDN) extension atop CSMA/CA to explore the improvement of resource utilization in dense indoor networks. It was partially implemented in C based on hostapd's source code and experimented on OpenWrt embedded Linux system.

## Photograph capturing with drones

Undergraduate Research Opportunity Program, advised by Prof. Quan Long

VisGraph Lab, CSE, HKUST

Aug.–Nov. 2016

- Investigated in the application of Computer Vision and Graphics for Android devices as remote controls for drones, with a focus on human-drone interaction. An Android application was built to retrieve data from a geography database and visualize useful information on the screen according to the vision of the drone.

## PROFESSIONAL EXPERIENCE

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### Everest Innovation Technology (merged into Apple Inc.)

Researcher & Software Developer

Shenzhen & Hong Kong, China

June–Aug. 2019

- **Triangle mesh processing:** Transferred novel geometry processing techniques into *Altizure*, a world-class cloud-based 3D reconstruction platform; developed efficient mesh processing program in C++.
- **ZRPC:** Participated in the development of *ZRPC*, an RPC distributed computing framework, in Go.
- **Data management and visualization:** Developed a photographic data validation, management, and visualization desktop application in JavaScript.

### Dash Serviced Suites

Part-time JavaScript Developer

Hong Kong

Feb.–May 2018

- **Web development:** Worked on the Web interface, API, and database management of *DASH2*, an online marketplace Web application by the startup company.

## TEACHING EXPERIENCE

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### Department of Computer Science, Purdue University

Teaching Assistant

West Lafayette, IN, USA

2021–now

- CS24000: Programming in C, Spring 2021

### Department of Computer Science and Engineering, HKUST

Teaching Assistant

Hong Kong

2018–2019

- COMP1021: Introduction to Computer Science, Fall 2019
- COMP3311: Database Management Systems, Fall 2018

## EXTRACURRICULAR ACTIVITIES

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### ACM SIGPLAN Symposium on Principles of Programming Languages

Student Volunteer

New Orleans, LA, USA

Jan. 2020

- Supported event organization.

### RoboMaster Robotics Competition

Mechanical/Computer Engineer

Shenzhen, China

Feb.–Aug. 2017

- Co-designed the mechanical structure of *Hero*, the main-force in this multi-robot contest, for RoboMaster HKUST team. Our *Hero* robot was controlled remotely, capable of capturing, storing and shooting bullets, and climbing onto stairs with telescopic legs.

### Chinese Folk-Art Society, HKUST

IT Secretary, Executive Committee

Hong Kong

Feb. 2015–Feb. 2016

- Independently built the official website of our society and developed a Web application in JavaScript to assist the hosting of a knowledge competition named *Who is Still Standing*.
- Took charge of photographing and Internet platform promotions.
- Organized trips to the Yangzi, China and Dragon's Back, Hong Kong.