Ke Li

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EDUCATION

University of Toronto
Toronto, ON

Master of Engineering in Computer Engineering & Identity, Privacy and Security (IPS) *Jan. 2024 – May 2026*

- Coursework: Computer Security, Cloud Computing, Deep Learning & Neural Network, Parallel Programming, Performant System with Rust
- GPA: 4.0/4.0

University of Alberta
Edmonton, AB

Bachelor of Science in Computer Science *Sep. 2019 – Aug 2023*

- Coursework: Operating System, Computer Networks, Computer Architecture, Web Development, Mobile App Development, Database Management, Machine Learning, Agile Methodology
- Awards: *Dean's Honor Roll (22-23)*

EXPERIENCE

Database Kernel Engineer
Dec. 2024 – Present

Ant Group, OceanBase Department, SQL Engine Team • Internship *Shenzhen, China*

- Developed **SQL native expressions** and **DML** statements for Array, Vector, Map and Roaring Bitmap types in OceanBase (MySQL Tenant Mode), supporting for various OLAP use cases.
- Developed **PL/SQL member procedures** for the JSON data type in OceanBase (Oracle Tenant Mode), achieving functional parity with Oracle 23c for JSON manipulation.
- Refactored **Vector Index** configuration parameter logic to reduce code changes in the optimizer and DAS layer when adding configuration parameters for new index algorithms.
- Extended Aggregation **Operators** for roaring bitmap to ensure compatibility with vectorized storage.
- Analyzed performance bottlenecks using **Flame Graphs** and conducted benchmarking with **Sysbench** to evaluate and optimize SQL query execution efficiency and memory usage compared to competitors.
- Collaborated with PM to refine use cases, prioritize features based on functionality and performance needs

Backend Engineer
May 2021 – Aug 2021

Nandou Six Star System integration Co., LTD • Internship *Wuhan, China*

- Wrote backend code that handled HTTP requests using Postgresql, Django REST framework and Nginx.
- Gained experience in Linux, Gunicorn, Nginx, SQLite and Django REST framework.

PROJECTS

VeloxDB Github *Doc*
Aug. 2024 – Nov. 2024

- Built a high-performance **Key-Value Storage** Library from scratch using **LSM-Tree structure**, support highly customizable database operations API and storage of basic C++ data types as keys and values.
- Implemented **Memtable** module (L0) using Red-Black tree for in-memory key-value storage and **PageManager** module for managing data layout in Disk/SSDs.
- Using **Singleton** Design Pattern to design Expandable **Buffer Pool** module with LRU, CLOCK and RANDOM Eviction Policies.
- Struct SST files with Static B+ Tree (L1+). Adding **Bloom Filter** for query optimization.
- Integrated **Protocol Buffers** for serialization and deserialization of SST files and index metadata.
- Wrote Unit Tests and benchmark for all modules using **Google Test** to ensure correctness and reliability.
- **Utilized**: GDB, C++, CMake, Google Test, Protocol Buffers

Distributed Linux Performance Monitoring System
Jun. 2024 – Jul. 2024

- Implemented the **Monitor** module using the Factory Design Pattern to create an abstract monitoring interface, including CPU status, system load, software interrupts, memory, and network monitoring.
- Built a Distributed System using **gRPC**; Deploying server on target machines and client library used by monitor and display modules, ensuring low coupling and high modularity.

TECHNICAL SKILLS

Languages: C++, Rust, Python, C, JavaScript
Frameworks: OpenMPI, OpenCV, CUDA, React, Django, Cypress, Jest, Material-UI, Ant-Design
Developer Tools: GDB, CMake, gRPC, Protobuf, Qt, Git, Docker, Kubernetes, AWS
Libraries: TensorFlow, Scikit-learn, Pandas, NumPy, Matplotlib, Scapy, D3.js, ReactFlow, Mininet