Xiangyi Li

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EDUCATION

San Jose State University

M.S. in Computer Science

San Jose, CA

Sep. 2023 - Jun. 2025

The Chinese University of Hong Kong, Shenzhen

B. Eng. in Computer Science and Engineering

Shenzhen, China

Sep. 2019 - Jun. 2023

Core Courses: Programming Paradigms, Data Structure, Operating System, Computer Architecture, Database Systems, Cloud Computing, Parallel Programming, Deep Learning and Applications, Software Engineering,

WORK EXPERIENCE

Dolby	Shenzhen, China
Softwa	re Engineer Intern Feb 2023 – Apr 2023
	Implemented Windows SDKs in C# with .NET Core framework for generating PC color profile files to provide Dolby Vision support. Impacted >200 PC manufactures and designers producing >500k laptops annually.
	Implemented RBAC (Role-Based Access Control) in the web portal with ASP.NET Core that enabled customers
	to make customized color profile generation workflows with previously mentioned earlier. Used file systems and
	MySQL database for storage.
	Replaced broken Bootstrap styling with CSS improving customer's satisfaction. Majorly improved the page
	including page refreshing strategy, data fetching strategy, and removed data leaking with jQuery . Implemented two-way communication with SignalR to add real-time update on task status.
	Collaborated with on-site engineers, product manager, and UX designers to collect customers' complaints and
Ш	requests to transform customers' complaints and needs into engineering features .
	Involved in building software releasing lifecycles environments including Dev and QA on Windows Internet
	Information Services (IIS) collaborating with software engineer in tests.
Red Ha	
Softwa	re Engineer Intern May 2022 – Nov 2022
	Implemented scripts in Golang to automate K8s APIs that are used in half new features in two future releases.
	Built OpenShift Console Plugins with React and TypeScript that impacted two releases, thus improving the
	visibility for users of the Dynamic Plugin feature, which is one of the major updates of the next release.
	Developed tests in Cypress for React OpenShift web console; developed BBD scripts in Ruby and Gherkin for
	earlier features' test coverage. Extended Cypress API in TypeScript for hovering and real clicking .
	Contributed to OpenShift verification tests project; responsible for debugging Jenkins CI, fixing Ruby scripts.
	Set up AWS networking configurations like DNS record types and RBAC for setting up integration test.
	For developer experience, built and deployed a "real-time" online collaborative editor in React and SQLite.
Projects	
	e AI: https://ask-abe-beta.vercel.app/ Sep. 2023 – Oct. 2023
	Built an interactive law answering and document template generation with GPT-4 & RAG on pgvector (HNSW).
	Built the front-end UI and backend streaming and querying with React, TypeScript deployed on Vercel.
	Scraped multiple states law data, splitted and implemented Neo4j graph structures for better retrieval.
PadCo	ler github.com/l1xiangyi/PadCoder Jan. 2023
	Built an iPad LeetCode grinding app with React Native and TypeScript ; involved with design using Figma .
	Sold to a startup by my collaborator; only an NDA compliant version is available online.
Kanbai	Minimal: trello-minimal-csc4001.web.app/ Apr. 2022
	Implemented Drag-and-Drop components with Angular CD K and common Angular Material components.
	Implemented the backend with Nest.js and Google Cloud Run. Designed Data modeling and complex
	writes/queries with Firestore. Implemented Google and Email auth with Firebase Auth.
CS Fou	ndations: Check out my read.cv/xdotli for more projects in OS, computer arch, DB, and Distribute Computing.
SKILLS	
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Programming Languages: JavaScript, TypeScript, Python, C++, C#, Java, Golang

Framework: React, Angular, tRPC, Next.js, Nest.js, ASP.NET Core, .NET Core

Professional Software: AWS, GCP, Kubernetes, Docker, Jenkins, Git, GitHub Actions. MySQL, PostgreSQL, MongoDB, Firebase, Supabase. TensorFlow, PyTorch, NumPy, Dask.