LI-YUAN (LEE) WEI

+1(385)227-4558 ◇ Salt Lake City
lee10202013@gmail.com ◇ Linkedin ◇ Blog ◇ Github

EDUCATION

University of Utah — Salt Lake City, Utah
Master of Science in Computer Science — 2024/08 – 2026/05 (Expected)

National Taiwan University of Science and Technology — Taipei, Taiwan
Bachelor of Science in Electronic and Computer Engineering — 2013/09 – 2017/06

EXPERIENCE

Intel Corporation — 2025/05 - Current
GPU Compiler Engineer Intern — *Salt Lake City, UT*

- Fixed miscompilation bugs and improved internal shader dump documentation.

GPU Compiler Engineer Intern — *Folsom, CA*

- Developed new LLVM backend intrinsics for the Intel Graphics Compiler.
- Expanded LLVM lit test coverage to improve reliability and ensure GPU backend functionality.
- Cleaned up legacy assertions in Intel Graphics Compiler for better maintainability.

OpenNet Limited Inc. — 2021/07 - 2022/08
DevOps Engineer — *Taipei, Taiwan*

- Introduced **ArgoCD** into the deployment pipeline, **resulting in a 50% reduction in deployment time.**
- **Saved 60% of processing time** for updating secrets with **Jenkins, Secrets Operations tool**.
- Automated MongoDB creation with AWS OpsWorks, **achieving a 60% reduction in creation time.**

17 Live Inc. — 2020/10 - 2021/07
Site Reliability Engineer — *Taipei, Taiwan*

- Introduced **a new monitoring system** for Redis clusters utilizing Prometheus and Grafana.
- Built a new environment for testing, **reducing QA and development time by 50%.**
- Main point of contact for multiple third-party services, including Redis Labs, CircleCI, Datadog.

iKala Interactive Media Inc. — 2018/03 - 2020/10
Senior Google Cloud Customer Engineer — *Taipei, Taiwan*

- **Reduced customer issue processing time by 40%** through automation of the support system.
- Optimized visualization report with **Excel, BigQuery, resulting in a 60% reduction in process time**.
- **Led a 24/7 customer support team, achieving 98% positive feedback**.

PROJECTS

LLVM Project: 10+ commits

- Implemented missing InstCombine, Constraint Elimination optimizations.
- Fixed LLVM regression tests involving Undefined Behaviors.

VitaminC: Developed a simple C compiler targeting **QBE, LLVM, written in C++, Flex, Bison.**

- Implemented various C features, such as declarations, functions, function calls, arrays, pointers, loop statements, if-else statements, expressions, structs, unions.
- Utilized **LLVM IR builder API** for code generating **LLVM IR**.

CS 6120 Advanced Compilers: Implemented several compiler backend optimizations, including dead code elimination, local value numbering, loop invariant code motion, data-flow analysis, LLVM custom passes, garbage collectors.