

LI-YUAN (LEE) WEI

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EDUCATION

University of Utah

Master of Science in Computer Science

Salt Lake City, Utah

2024/08 – 2026/05 (Expected)

National Taiwan University of Science and Technology

Bachelor of Science in Electronic and Computer Engineering

Taipei, Taiwan

2013/09 – 2017/06

EXPERIENCE

Intel Corporation

GPU Compiler Engineer Intern

2025/05 - Current

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.

DevOps Engineer

2021/07 - 2022/08

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.

Site Reliability Engineer

2020/10 - 2021/07

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.

Senior Google Cloud Customer Engineer

2018/03 - 2020/10

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.