Yuepei **Li**

1217 Delaware Ave. Unit 11. Ames IA.

☐ (530) 220-4494 | ✉ liyp0095@iastate.edu | 🏠 www.sites.google.com/view/yuepeili | ⌨ liyp0095 | 🔗 yuepei-li-870037210

Work Experience

iReader Inc. *Beijing, China*

ALGORITHM ENGINEER *responsible for recommendation algorithm design and implementation* *July, 2017 – July, 2018*

- Designed the recommendation system build on **Hadoop Stream** which serves twenty million active readers daily
- Extracted latent features of consummers, which provide support to the service of "Guess what you like", with neural collaborative filter (solve collaborative filter with neural network). (**Python**).
- Extracted book features for all the books in store, which used in the service of "similar book recommendation", with word2vec model and updated features automatically every month. (**Python, crontab**)
- Designed and implemented the real-time recommendation system by combining users' long term interests (update daily) and short term interests (update every minute). (**Python, Java, Spring**)

Projects

Crop Insurance Dapp: Design and Implementation

ISU TERM PROJECT

- A decentralized application (Dapp) based on **BlockChain** to solve inefficiency, fraud, human error and cyberattacks in crop insurance.
- Provide web interface to farmers, insurance agents and third party participants like weathers, markets, governments, etc. (**Web3, HTML/CSS, JS**).
- Setup and maintain a blockchain with **Ganache** to store participants' information and transaction records.
- Design and deploy smart contract for every participant in **Solidity**.

Deep Learning-based Self-learning Checkers Game Agent

ISU TERM PROJECT

- Design and implement a *checkers* game agent. The agent is expected to learn by playing a large number of iterations of the game against designed opponents and itself. The MOVE is decided an evaluator which is a three layer neural network. (**Python**)
- Design and implement the opponent agent with Monte Carlo Search Tree. (**Python**)
- Design and implement a graphic user interface so that the designed agent could play and learn from real people. (**wxPython**)

Public opinion analysis and visualization

CHINESE ACADEMY OF SCIENCE TERM PROJECT

- This project analysis millions of posts and comments downloaded from *weibo* (Chinese) in certain period of time, say ten minutes, and visualize the trend of public opinion.
- Develop a web service with **Flask**. It process posts and comments at backend and reply to frontend with processed data. (**Flask, Python**)
- Visualize public opinion with d3 library and add user interaction to provide more flexible and necessary data to users. (**d3, HTML/JS**)

Skills

Programing Skills	**Python, Java, C/C++, Hadoop Streaming, JS, Shell**, network programming, HTML/CSS, d3, MATLAB
Framework & Library Skills	**Flask(Python), Spring(Java), tensorflow, pytorch**
Machine Learning Skills	**xgboost, PU learning, reinforcement learning, GBDT, LSTM, BERT embedding**, svm, autoencoder, kmeans
Other skills	Hadoop settings, gui, latex, data visualization, blockchain

Education

Iowa State University *Ames, IA*

PhD (PURSUING) IN COMPUTER SCIENCE, GPA (BY NOW): 3.61/4.00 *Now*

Institute of Software, Chinese Academy of Science. *Beijing, China*

MASTER IN COMPUTER SCIENCE, GPA: 3.78/4.00 *June 2017*

University of Science and Technology of China. *Hefei, China*

BACHELOR OF ELECTRONIC SCIENCE AND TECHNOLOGY, GPA: 2.76/4.00 *July 2012*