

Zixuan(Irene) Li

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WORK EXPERIENCE

Software Engineer Intern @ LinkedIn Corporation

May 2021-Aug 2021

Goal: Design and implement an AI-based pipeline for closed job detection.

- Designed and developed a 2-flow pipeline in Scala on Azkaban that continuously runs on an hourly basis to select open/closed job candidates for training and scraping.
- Designed and implemented the data preparation heuristic and sampling method, scraped 30k jobs in total for training.
- Summarized raw web content patterns and extracted features for modeling independently, lifting the model's accuracy by 8%, precision by 12.3% and recall only drops 2.5%.
- Trained an XGBoost model and achieved 78.2% accuracy, 78.3% precision and 78.5% recall score after tuning.

Course Producer(Undergraduate Teaching Assistant), USC Viterbi School of Engineering

Sep2019-Present

Goal: Work closely with professors for 600+ hours including holding office hours for 350+ hours, grading assignments, and in-class discussions for 50+ hours; Help 250+ students on debugging and understanding algorithms.

- Introduction to Computer Systems Aug 2020-Present
- Professional C++ Aug 2020-Present
- Data Structure and Object-Oriented Design Jan 2020-July 2020

Research Assistant, Interaction Lab, USC

Oct 2019-May 2021

Goal: Design and develop a QT robot to support conversation in a cancer support group

- Designed logic flows and improved the NLU model to correctly distinguish and predict patients' intents and provide reasonable and appropriate responses; Successfully reached an overall accuracy of 80% and 90%+ on certain topics.
- Led and cooperated with another two team members to ensure successful and timely task completion.

EDUCATION

University of Southern California

Overall GPA: 3.93

Bachelor of Science in Computer Science

Jan 2019-May 2021

- Viterbi Dean's List Academic Achievement Award

Master of Science in Computer Science

May 2021-May 2022

Relevant School Coursework: Professional C++, Compiler Development, Operating System, Software Engineering, Introduction to Artificial Intelligence, Introduction to Computer Systems, Probability Theory

PROJECTS

Harvest - Farmers Market Delivery Service (Swift iOS)

Jan 2021-May 2021

- Collaborated with 3 teammates to develop an iOS app similar to Instacart that works directly with Farmers Markets and local farmers to provide Angelenos a convenient way to order fresh and local produce as easily as any take-out meal.
- Designed and developed core features including chat, order system(assign/track/accept/decline orders, etc.), user profile, sign up/in; self-learning iOS development.
- https://lizirene.github.io/projects/Harvest_Market.html

Stock Portfolio (Java Group web project) <https://github.com/lizirene/310-group>

September 2020-November 2020

- Collaborated with 4 teammates to design and develop a web application that can help users track the value of their stock portfolio over time and make investment decisions.
- Focused on **Backend Database** and **Testing**, wrote cucumber features and tests for Frontend, refactored encountered errors, and guaranteed 100% coverage for all files.

ProCC Compiler & Virtual Machine (C++) https://lizirene.github.io/projects/ProCC_Compiler.html

April 2020

- Developed a compiler that can read and convert ProCC high-level language into ITP-11 assembly.
- Implemented a virtual machine for the imaginary ITP-11 computer system with the Turtle Processing UnitTM to execute code generated from the compiler, which features 15 32-bit registers, 1 KB of stack space, and 3-bit color graphics.

SeCurethatA! (Java Group web project)

October 2019

- Designed the entire architecture and collaborated with 5 teammates to build a website for students to upload their actual grades, get personal recommendations based on search results, and browse grading history for each course/term/professor.
- Worked on **Backend** to code, optimize, and refactor the Register page, Login page, Upload page and Details page which displays and updates related information based on user's choice.
- Collaborated with another teammate on the multi-threading notification feature.

TECHNIQUES & SKILLS

Programming Languages: C++ (professional), Python, Java, Swift, Scala, HTML, CSS, JavaScript, MySQL

Software Packages/Systems: matplotlib, pandas, Scikit-learn, Jupyter notebook; Bootstrap, jQuery; Linux, Docker, VM, git

Cloud Computing: Google Book API, Google Map API, Google Graph API, Google Cloud SQL

Mathematics: Probability Theory, Linear Algebra and Differential Equations, Multivariable Calculus

Soft Skills: critical thinking, curiosity, trouble-solving trouble-shoot, leadership, time management, communication, teamwork