

Runze Li (Ryan)

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EDUCATION

New York University

Master of Science in Computer Science (GPA: 3.93 / 4.00)

Sep 2023 - Expected May 2025

New York, United States

Tianjin University

Bachelor of Science in Computer Science and Technology (GPA: 3.66 / 4.00)

Sep 2019 - Jun 2023

Tianjin, China

PROFESSIONAL EXPERIENCE

Huawei Technologies Co., Ltd.

Software Engineer Intern

Jun 2024 – Aug 2024

Suzhou, Jiangsu, China

- **Tech Stack:** Java, Spring, SpringMVC, MyBatis-Plus, Maven, MySQL, Kafka, Groovy, YAML
- Participated in the design and development of "Huawei Qiankun Cloud" project, assisted the team to complete the business development and maintenance, and deploy the new version to the server.
- Implemented the call of LLM in the "NCE-Campus" module to the service interface using **Java** and **YAML**, so as to set the terminal privacy of the tenant.
- Performed log recording and exception handling according to project requirements, wrote test cases and conducted interface testing to ensure the stable operation of the system module.
- Wrote corpus to train LLM and used **Groovy** and **YAML** for writing recipe script to implement **Smart Assistant "Xiao Kun"** to assist users in setting terminal privacy and anonymity configuration on digital maps.

Hangzhou Dingdian Intelligent Computing Technology Co., Ltd.

Software Engineer Intern

Feb 2024 – May 2024

Remote

- **Tech Stack:** Java, Spring, SpringBoot, SpringMVC, MyBatis-Plus, MySQL, YAML
- Participated in the development of "Private Cloud Monitoring System" project and assisted the team in completing back-end development and maintenance work.
- Designed and implemented responsive user interfaces in the modules of "OS Monitor" and "Service Monitor" using **SpringBoot** and **MyBatis**.
- Defined monitoring collection types as **YAML** monitoring templates, allowing users to import them to support corresponding types of monitoring.

Xiaomi Corporation

Web Development Intern

Apr 2022 – Jun 2022

Beijing, China

- **Tech Stack:** Java, SpringBoot, MySQL, HTML, CSS, JavaScript, Vue, Node.js
- Designed and developed Web-based multimedia frame player, including the modules such as FPS index monitoring scene interaction of controller, including speed control, pause, etc.
- Constructed front-end framework using **Vue** to display the video player, and utilized **HTML**, **CSS** and **JavaScript** to implement FPS index monitoring, which can monitor the number of video frame.
- Utilized **Spring Boot** to construct back-end framework using **Java**, and implemented **MySQL** database which store FPS, speed, etc.

PROJECTS

Dianping Evaluation System - [Github](#)

Nov 2023 – Jan 2024

- **Tech Stack:** Java, Spring, SpringBoot, MyBatis-Plus, MySQL, Redis, RabbitMQ, Lua
- Designed a interactive platform of evaluation system, including modules such as login and registration, product evaluation, coupon flash sales, etc.
- Utilized **SpringBoot** to construct back-end framework, built and managed dependencies of the project by **Maven**.
- Constructed the database by **MySQL**, created cache by using **Redis** and used Postman to test stability of system.
- Used **CAS** to solve the problem of oversold inventory.
- Implemented asynchronous processing of orders by using **RabbitMQ** and **Lua** to optimizing flash sale performance.

TECHNICAL SKILLS

Programming: Java, C, C++, Python, Groovy, HTML, CSS, JavaScript, Vue, SQL, Markdown, ~~LaTeX~~

Technologies: Spring, SpringBoot, SpringMVC, MyBatis, Maven, Node.js, MySQL, Redis, Lombok, Swagger

Languages: English (Fluent), Mandarin Chinese (Native)

Dev Tools: Visual Studio Code, PyCharm, IntelliJ IDEA, Git, Linux, Maven, Docker, Postman, Insomnia