Zelin Li

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Education

University of Minnesota, Computer Science — Sept 2025 – May 2027

- **GPA: 4.0/4.0**, **Available for work**: May 15, 2026 - Sept 1, 2026

Beijing University of Posts and Telecommunications (BUPT), Artificial Intelligence — Sept 2023 – June 2025

- GPA: 3.85/4.0, **Rank: 1/180**

Awards & Honors

International Collegiate Programming Contest **(ICPC)** Asia Regional Contest - **Silver Medal** (84/399) — Nov 2024

- **Independently** solved a high-difficulty Problem G and **led the team** to solve Problem B **at the last minute**

National Olympiad in Informatics in Provinces **(NOIP)** - **First Prize** — Nov 2021

Chinese Ministry of Education **National Scholarship** (5/470) — Sept 2024

Research Experience

Muse Benchmark & EasyLocomo Framework — Nov 2025 – Present

- Co-authored **"Muse"** (ICML 2026 sub.); optimized synthetic data pipelines and conducted literature reviews
- Engineered **"EasyLocomo"** by unifying 5 model interfaces (e.g., OpenAI, Anthropic) into a single API wrapper; Slashed dependency overhead by **95%** (from 200+ to <15 packages), improving reproducibility
- Benchmarked SOTA agents **(MemAgent, HippoRAG, Kimi-Linear)** across **1,300+** long-horizon interaction events
- **Stack:** Python, PyTorch, LLMs, OpenAI — github.com/playeriv65/EasyLocomo

Projects

Offline-First Collaboration System (Architecture Evolution) — Dec 2025 – Present

- Migrated MVP (**FastAPI + Vanilla JS + SQLite**) to **Spring Boot + React + PostgreSQL** for maintainability and reuse
- Built cross-arch **CI/CD** with GitHub Actions and Docker (x86 Maven build + QEMU image assembly) for ARM64 deploys
- Designed an **IndexedDB** Sync Manager with queue replay and **UUID7** ordering for offline conflict resolution
- **Stack:** Java, Spring Boot, React, PostgreSQL, IndexedDB, CI/CD, Docker — github.com/playeriv65/todo

ACG: Auto-Chronicle Gaokao (State-Machine Narrative Engine) — Jan 2026 – Present

- Built a **120-week** narrative state machine for Gaokao progression across rank, stress, fatigue, skills, and events
- Designed a **3-stage** pipeline (simulation → weekly scripts → chapters) for causal consistency and **1M+** chars
- Built a **multi-agent** classroom framework with per-student traits, goals, and strategy updates
- **Stack:** Python, LLM APIs, Agent Architecture — github.com/playeriv65/ACG–Auto-Chronicle-Gaokao

Fall Detection System — Sept 2024 – June 2025

- Optimized a **YOLO-based** detection algorithm, boosting accuracy from **42% to 88%**
- Architected real-time surveillance processing for **HIK** streams using **OpenCV** with **SQLite** logging
- Refactored 80% of legacy logic into a modular codebase with strict **Git** version control
- **Stack:** YOLO, Git, Python, SQLite, OpenCV — github.com/playeriv65/Monitor

Skills

Programming Languages: Python, Java, C++, JavaScript, SQL, HTML/CSS

AI & Research: LLM APIs, Agent Architecture, PyTorch, TensorFlow, RAG, LangChain, OpenCV

Backend & Data: Spring Boot, FastAPI, SQLAlchemy, RESTful API, PostgreSQL, SQLite

Frontend & DevOps: React, IndexedDB, Git, GitHub Actions, CI/CD, Docker, Maven, QEMU, Oracle Cloud