Bill Li

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EDUCATION

Brown University *Providence, RI, US*
Master of Science; Major in Computer Science May 2026 (Expected)

- **Cumulative GPA:** 4.00/4.00
- **Relevant Coursework:** Deep Learning, Self-Supervised Learning, Computer Vision, AI Security

University of Wisconsin-Madison *Madison, WI, US*
Bachelor of Science; Major in Computer Science and Data Science *Double Major,* Sep 2020 - May 2024

- **Cumulative GPA:** 3.73/4.00; Dean's List 2020-2023
- Vice President and Director of Fundraising & Public Relations of Student Union.
- **Relevant Coursework:** Data Structures, Algorithms, Machine Learning, Computer Graphics, Operating Systems, Database

SKILLS

Languages: Python, C/C++, Java, JavaScript, TypeScript, Go, SQL, R, HTML, CSS
AI / ML: PyTorch, TensorFlow, LangChain, LangGraph, RAG, MCP, Agentic AI
Full Stack: React, Next.js, Spring Boot, Django, Figma, Tailwind, shadcn/ui
Infrastructure & Tools: Docker, Kubernetes, AWS, GCP, Git, CI/CD, Redis, RabbitMQ, PostgreSQL, MySQL

WORK EXPERIENCE

Greensand AI *Remote, US*
AI Software Engineer Intern Oct 2025 - Jan 2026

- Architected an AI-driven **contract compliance platform** leveraging **Django and React**. Built a high-fidelity ingestion pipeline using **MinerU** to parse complex PDF layouts, converting unstructured legal documents into clean markdown for LLM processing.
- Implemented a Hybrid RAG system (Vector + Keyword) for indexing **800+** legal statutes and internal playbooks, leveraging citation-backed retrieval to slash legal text generation 'hallucinations' by **12%** and boost compliance.
- Developed a **Chain-of-Thought (CoT)** reasoning agent that automates contract auditing. Optimized the prompt engineering pipeline to perform multi-step risk analysis, reducing manual audit time by **87%** while providing explainable risk scoring to end-users.

Huawei Technologies Co., Ltd *Shenzhen, GuangDong, China*
AI Infrastructure Engineer Intern, Unified Bus Dev Team Jul 2025 - Sep 2025

- Orchestrated the Clan-DMA subsystem within the Unified Bus protocol by engineering a high-throughput receive-queue mechanism, accelerating data transfer rates by **20%** across an AI training cluster of **900+** devices.
- Optimized the distributed integration testing framework, increasing code coverage from **93% to 98.9%**.
- Refactored legacy testing infrastructure, removing **40%** of redundant mocks and reducing regression defects by **30%**, significantly improving release stability for mission-critical firmware.

Epic Systems Corporation *Madison, WI, US*
Software Engineer Co-op Feb 2024 - Apr 2024

- Integrated a **Medical Simplification Microservice** into the MyChart backend using **RAG,** building a pipeline to translate complex clinical codes (**SNOMED CT / ICD-10**) and doctor jargon into patient-friendly language.
- Improved real-time chat support by developing an **Entity Extraction System** identifying obscure medical terms during live chats, improving patient comprehension scores by **12%,** and cutting average support time by **20%.**

PROJECTS

AI Learning Platform (quicklink) Dec 2025 - Present

- **Tech Stack:** Next.js, Laravel, PostgreSQL, MyST
- Engineered an educational SaaS platform featuring a custom **AST-based rendering engine** that transforms Jupyter Notebooks and Markdown into interactive, media-rich web tutorials with native formula and code support.

AI-Powered Football Analytics Platform (quicklink) July 2025 - Present

- **Tech Stack:** Next.js, Python, Pandas, LangChain, Supabase
- Developed an end-to-end sports intelligence system that aggregates **100,000+ granular data points across 4 English Premier League seasons**, leverages GenAI to generate tactical reports, and visualizes predictive insights on interactive dashboards.

Optical Music Recognition System (quicklink) Mar 2025 – May 2025

- **Tech Stack:** React, Gradio, PyTorch, Computer Vision
- Spearheaded an end-to-end OMR pipeline using a fine-tuned **YOLOv8** model to detect **159 musical symbols**, utilizing intelligent staff segmentation to transform raw sheet music images into **playable MIDI** for real-time playback.