

# Yong Li

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## RESEARCH INTERESTS

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Geometry processing, machine learning, programming languages

## EDUCATION

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### George Mason University

Ph.D. in Computer Science, GPA: 3.97/4.0

Advisor: Yotam Gingold

Fairfax, VA

Aug. 2019 - Present

### Sun Yat-sen University

M.Eng. in Computer Technology, GPA: 3.7/4.0

Advisor: Weigang Wu

Guangzhou, China

Aug. 2013 - Jun. 2015

### Sun Yat-sen University

B.S. in Network Engineering, GPA: 3.7/4.0

Guangzhou, China

Sep. 2009 - Jun. 2013

## PUBLICATIONS

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**Yong Li**, Shoaib Kamil, Alec Jacobson, Yotam Gingold. 2021. I♥LA: Compilable Markdown for Linear Algebra. *ACM Transactions on Graphics (TOG)* 40(6). Also in *Proceedings of SIGGRAPH Asia 2021*. Also at *ICLR 2021 Workshop: Rethinking ML Papers* (oral presentation and exhibit).

Zhiwei Yang, Weigang Wu, **Yong Li**, Yishun Chen. 2018. Cluster-based Efficient Information Dissemination in Dynamic Networks. *International Journal of Distributed Sensor Networks*. 2018, Vol. 14(3).

**Yong Li**, Lihui Wu, Ning Huang, Weigang Wu. 2015. Geographically distributed replication management based on HBase. *Chinese Journal of Computer Applications*, 2015, 35(11):3097-3101.

Di Yang, Weigang Wu, Zhansong Li, Jiongyu Yu, **Yong Li**. 2014. PPMS: A Peer to Peer Metadata Management Strategy for Distributed File Systems. *NPC* 2014: 435-445.

## WORK EXPERIENCE

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### Baidu Map

iOS Developer

May. 2017 - Aug. 2019

Baidu International Technology (Shenzhen) Co., LTD.

- When developing navigation function, I implemented a full voice interaction method to change destination during navigation. The iOS users of Baidu Map can simply wake up the Du Voice, say their destination and choose the right one, so that a route is planned directly.

### StarPoker Game

iOS Developer

Mar. 2016 - Apr. 2017

Baidu International Technology (Shenzhen) Co., LTD.

- Besides using native iOS API to develop Texas Hold'em game, I had a chance to learn different game engines such as Cocos2d and Unity3D. We improved user experience by creating various cool animations during the game and making the communication between client and server more robust.

### Baidu Antivirus Software

C++ Developer

May. 2015 - Feb. 2016

Baidu International Technology (Shenzhen) Co., LTD.

- When joining the team, we had several antivirus engines at the same time which costed lots of resource. I worked together with a senior developer to merge several different engines into a single instance which greatly improved the efficiency. I also helped reduce the resource used by Baidu Antivirus Software.

## AWARDS AND HONORS

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<b>Research Initiation Award</b> , George Mason University	<i>May. 2020</i>
<b>Outstanding individual in the fourth quarter</b> , Department of Map, Baidu	<i>Jan. 2018</i>
<b>Best individual in the year</b> , Emerging Business Group, Baidu	<i>Jan. 2017</i>
<b>Third Prize in the Cisco Network Technology Competition</b> , China	<i>Jul. 2013</i>
<b>Xianzi Zeng Scholarship</b> , Sun Yat-sen University	<i>Nov. 2011</i>
<b>Xianzi Zeng Scholarship</b> , Sun Yat-sen University	<i>Nov. 2010</i>

## TEACHING EXPERIENCE

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<b>Volgenau School of Engineering, George Mason University</b>	
TA for CS451 Computer Graphics	<i>Spring 2021</i>
TA for CS551 Computer Graphics	<i>Fall 2020</i>
TA for CS262 Intro. to Low-level Programming	<i>Fall 2019, Spring 2020</i>
<b>Cisco Networking Academy Program, Sun Yat-sen University</b>	<i>May 2012</i>
TA for CCNA experiments	
<b>Beitou Middle School, Heyuan City, Guangdong Province, China</b>	<i>July 2010</i>
Teaching middle school mathematics to elementary school graduates	

## PATENT

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Xin Zhang, **Yong Li**, Baidu Online Network Technology (Beijing) Co., Ltd. *Route planning method, device and storage medium of Navigation.*