Xuanyi Li

◇ 614-397-8198 ◇ shanelxy@outlook.com ◇ linkedin.com/in/xuanyi-li-osu ◇ shanelxy.top/portfolio

EDUCATION

The Ohio State University **Columbus, United States**
Master of Science in Computer Science; GPA (3.96/4.0) 08/2017 – 05/2019

Zhejiang University **Hangzhou, China**
Bachelor of Engineering; GPA (3.97/4.0); Ranking (4/144) 09/2013 – 07/2017

TECHNICAL SKILLS

Programming Language: Java, Python, SQL, C, Assembly **Tool:** Git, Keras, Postman, LaTeX
Back End: Spring Boot, Mybatis, Redis, RocketMQ, Node.js **Front End:** HTML, CSS, JavaScript
Distributed System: Remote Procedure Call, Coordination Service, Cache, Message Queue

WORK EXPERIENCE

Mlab: Unified Intelligence Platform **Alibaba**
Back-end Engineer Intern 05/10/2018 – 07/25/2018

- Built an internal platform to accelerate AI with **Spring Boot** and Alibaba distributed middlewares. Empowered the coupon team to reduce 1 week for tweaking recommendation algorithm.
- Hooked up sophisticated offline training platform to other streams by exploiting **Java** annotation, reflection and design patterns (Builder, Abstract Factory and Template Method).
  - Utilized Apache **HttpClient**, state machine and optimistic lock to monitor training state.
  - Generated dynamic front-end forms of algorithm parameters with Google **Gson**.
- Delivered trained models to corresponding client services with **Diamond** (durable config manage system) and **Tair** (distributed cache).

Deep Learning Internship **Singapore University of Technology and Design**
Research Assistant, published a paper in DSAA (Oral Presentation) 07/03/2016 – 08/31/2016

- Ameliorated classical multi-task deep learning model with **Keras** to detect the sentiment polarity, reviewer identification, subjectivity/objectivity of each text simultaneously.
- Crawled 75,000 rotten tomato reviews with **Python**. Inserted CNN to capture exclusive features and appended gated control unit to filter noise, improving accuracy by 0.47% and 1.10% respectively.

PROJECTS

Multiplayer Tictactoe with Select, Multicast and Failover 01/2019 – 04/2019

- Developed the multithreading server in C to monitor game resources and handle various types of requests from multiple clients (New Game, Reconnect, Move, End) in the TCP thread, process multicasting requests for failover in the UDP thread; Used select() to deal with multitasking.
- Built the client to multicast for a new server once noting that the original server crashes, seamlessly resume the game from last move.

Mini Seckill System 02/2018 – 03/2018

- Developed back-end of the seckill system with **Spring Boot** to avoid overselling and redundant purchase during the seckill activity, where intensive users purchase merchants in seconds.
- Integrated **log4j** and Spring **AOP** to intercept each http request at SpringMVC controller tier.
- Utilized **Redis** and **RocketMQ** to implement transactional tasks involving order generation and inventory subtraction meanwhile to promote the concurrency to 80k QPS, tested via JMeter.

Selected Infrastructure Projects 01/2018 – 05/2018

- **Multi-thread Programming:** Used Lamport Clock and Java **ReentrantLock** to simulate a restaurant. Regarded diners and cookers as threads, and tables, machines and various food as shared resources.
- **Lisp Interpreter:** Implemented internal function of Lisp by **Java** to value arguments, bind them to corresponding formal parameters and recursively evaluate function body.
- **Parallel Computing:** Applied tiling strategy, loop unrolling over 2 dimensions and shared memory in GPU for transposed matrix multiplication acceleration, speeding up about 20 times.

PUBLICATION

Xuanyi Li, Weimin Wu, Hongye Su. Convolutional Neural Networks Based Multi-Task Deep Learning for Movie Review Classification. In proceedings of the 4th IEEE DSAA. Tokyo, Japan, 10/2017.