# Xuanyi Li

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#### **EDUCATION**

The Ohio State University

Columbus, United States

08/2017 - 05/2019

Master of Science in Computer Science; GPA (3.97/4.0) Zheiiang University

Hangzhou, China

Bachelor of Engineering in Automation; GPA (3.97/4.0); Ranking (4/144)

09/2013 - 07/2017

## **TECHNICAL SKILLS**

Programming Languages: Java, Shell, C, Go, SQL, Python, Assembly Tools: Postman, IntelliJ, LATEX Frameworks: Spring Boot, gRPC, Apache Kafka, Mybatis, Keras DataBase: Apache Druid, MySQL

Test and Operations: JUnit, Terraform, Git, Gradle, Jenkins, Docker, AWS, Mockito

## **WORK EXPERIENCE**

**Software Engineer** Audience Platform

Quantcast, Seattle

07/15/2019 - Present

Ingested advertising streaming data from Kafka into the real-time analytics database Druid.

- Enabled brands to guery data with minute level granularity, which was previously hourly level.
- Migrated the Druid AWS infrastructure as code with Terraform, involving EC2, EMR, RDS, Route53 and S3. Wrote flexible shell script for Druid setup per Druid work space and node type.
- Implemented customized Druid parser with **Jackson** and exploited Druid's Kafka indexing service and to convert source data. Used **Jenkins** for triggering unit test, package build and delivery onto Druid.
- Keep improving of gRPC API to serve variant queries for real-time and batch data. Utilized Jenkins to create docker image and deployed it on Quantcast PAWS.

#### **Back-end Engineer Intern**

Alibaba, China

Taobao Transactoin Platform

05/10/2018 - 07/27/2018

Built an internal distributed **Spring Boot** application to automate Al development.

- Hooked up offline training platform to other data processing modules.
  - Generated dynamic front-end forms of training parameters for variant algorithms with Gson.
  - Used HttpClient to poll training status, optimistic lock to check consistency of training process.
- Delivered trained models to designated client servers with Diamond (persisted config management system) and **Tair** (distributed cache).
- Empowered the coupon team to reduce one week for tweaking their recommendation algorithm.

#### **PROJECTS**

## Multiplayer Tictactoe with Stream, Multicast and Failover

01/2019 - 04/2019

- Developed multi-threading servers in C
  - Monitored game resources and handle various types of requests from multiple clients (New Game, Reoconnect, Move, End) in the TCP thread; Used select() to deal with multitasking.
  - Replied to multicasting requests for failover in the UDP thread.
- Built the client to multicast for a new server or connect with the backup server while noting that the original server crashes. Seamlessly resume the game from last move.

#### **Selected Side Projects**

01/2018 - 06/2019

- Lisp Interpreter: Implemented Lisp interpreter in Java to parse the expression into binary tree, evaluate arguments, bind them to associated formal parameters and recursively evaluate function body.
- Sprint Clone: Wrote an Sprint clone from scratch in Java and implemented the feature of IoC (Inverse of Control) and AOP (Aspect Oriented Programming).
- Raft: Implemented the basic raft protocol in Go, including leader election and log replication.
- Seckill Shopping: Used Redis to reject overselling requests. Combined RocketMQ with local message table to implement the distributed transaction per the choreography-based saga pattern.

#### **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.