Xuanyi Li

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EDUCATION

The Ohio State University   **Columbus, United States**
Master of Science in Computer Science; GPA (3.97/4.0)   08/2017 – 05/2019
Zhejiang 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   **Quantcast, Seattle**
Audience Platform   07/15/2019 – Present
Ingested advertising streaming data from **Kafka** into the real-time analytics database **Druid**.

- Enabled brands to query 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 AI 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.
- Dispatched customized AI models to business application 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, Reconnect, 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.