Shuyang Li

I want to use technology, design, and data-driven decisions to enhance the lives of individuals, build urban communities, and cultivate trust within societies.

Experience

Google

06/19 – Present — Senior Software Engineer

- Design Geo Platform API for query understanding and entity resolution for Google Maps, Google Search, and first-party developers
- Led planning, design, implementation, and launch of Assistant's integration with new Geo Search resolution infrastructure, saving ~500ms per Geo query
- Improved latency for 9M Google Maps queries per day when the user is navigating, saving up to 600 user-hours per day, through Search infrastructure improvements
- Improved latency for 2M Assistant queries per day (saving up to 28 user-hours per day) through designing new fulfillment infrastructure and optimizations in Search

Palantir

07/16 – 06/19 — Software Engineer

- Built ontology-backed time series analysis and monitoring product for Palantir Foundry using Java and Typescript, enabling clients to visually analyze petabytes of time series data in the context of real world assets

  US Patents: US20190325624A1, US20210117051A1
- Built the first machine learning product for Palantir Foundry using Java, Python, and Typescript, enabling clients to manage ML models in Foundry and understand model performance
- Directly contributed to winning enterprise contract with a client by owning development of cohort-based time series analysis features and delivering under tight deadline
- Designed and prototyped new datastore and schema to replace non-performant legacy datastore for one of Palantir's largest commercial customers
- Participated in client site visits and user research for UX design for the above projects

Apple

05/14 – 08/15 — Software Engineering Intern

- Prototyped, developed, and released multiple internal products on iOS and macOS to improve software quality, using Objective-C, Ruby, Python, and JavaScript
- Contributed to user interface and user experience design for multiple internal products
- Released over 50 bug fixes across multiple Apple frameworks powering iOS and macOS

Education

University of Notre Dame

08/12 – 05/16 — B.S. *summa cum laude*, Computer Science

- Collaborated with the Office of the Provost to create Curricular Practical Training program to sponsor work authorization for international students
- Created student safe ride program and mobile app with Notre Dame Security Police and Office of Information Technologies
- Created career prep program for undergraduate CS majors with Notre Dame Career Center and Department of Computer Science and Engineering
- Advised Department of CSE on undergraduate curriculum reform
- Initiated creation of introductory Computer Science course for undergraduate student body
- Represented undergraduate student body on University Academic Council, University Council for Academic Technologies, and College of Engineering Industry Advisory Council

Skills

Software Engineering: Full-Stack Development, User Interface Prototyping, System Design
Languages: Mandarin Chinese; Java, TypeScript, C, Ruby, Python
Art/Design: Design Thinking, Photography, Typography

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