

## 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	<b>Google</b>
	06/19 – Present    Software Engineer
	<b>Palantir</b>
07/16 – 06/19	Software Engineer <ul style="list-style-type: none"><li>· 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</li><li>· 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</li><li>· Directly contributed to winning enterprise contract with a client by owning development of cohort-based time series analysis features and delivering under tight deadline</li><li>· Designed and prototyped new datastore and schema to replace non-performant legacy datastore for one of Palantir's largest commercial customers</li><li>· Participated in field visits and user interviews to design UX for displaying events alongside time series data in analyses</li></ul>
08/14 – 05/16	<b>University of Notre Dame</b>
	Teaching Assistant <ul style="list-style-type: none"><li>· Tutored over 250 students in computer science concepts for Fundamentals of Computing I, Script-Based Programming, Data Structures, and Theory of Computing</li><li>· Designed course content and assignments for Theory of Computing and Script-Based Programming</li></ul>
	<b>Apple</b>
05/14 – 08/15	Software Engineering Intern <ul style="list-style-type: none"><li>· Prototyped, developed, and released multiple internal products on iOS and macOS to improve software quality, using Objective-C, Ruby, Python, and JavaScript</li><li>· Contributed to user interface and user experience design for multiple internal products</li><li>· Released over 50 bug fixes across multiple Apple frameworks powering iOS and macOS</li></ul>
Education	<b>University of Notre Dame</b>
	08/12 – 05/16    B.S. <i>summa cum laude</i> , Computer Science <ul style="list-style-type: none"><li>· Collaborated with the Office of the Provost to create Curricular Practical Training program to sponsor work authorization for international students</li><li>· Created student safe ride program and mobile app with Notre Dame Security Police and Office of Information Technologies</li><li>· Created career prep program for undergraduate CS majors with Notre Dame Career Center and Department of Computer Science and Engineering</li><li>· Advised Department of CSE on undergraduate curriculum reform</li><li>· Initiated creation of introductory Computer Science course for undergraduate student body</li><li>· Represented undergraduate student body on University Academic Council, University Council for Academic Technologies, and College of Engineering Industry Advisory Council</li></ul>
Skills	<b>Software Engineering:</b> Full-Stack Development, User Interface Prototyping, System Design <b>Languages:</b> Mandarin Chinese; Java, TypeScript, C, Ruby, Python <b>Art/Design:</b> Design Thinking, Photography, Typography