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

- Set technical strategy for Local Search Infrastructure, supporting a range of Google-wide initiatives including Generative AI experiences. Influence 8 engineers on the team and 30-50 engineers across Local, Travel, Maps, Geo Enterprise, Assistant, and Search Infrastructure
- Consult for a range of engineering projects across Google Search on Local entity resolution and Search feature serving
- Designed and launched APIs for query understanding and entity resolution for Local results in Google Maps, Google Search, Search Generative Experience, and third-party developers. Significantly improved feature developer velocity across Local Search
- Led planning, design, implementation, and launch of Assistant's integration with new Geo Search resolution infrastructure, saving ~500ms per Geo query
- Previous work include Google Assistant infrastructure and Maps Search infrastructure/quality

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 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
- Represented undergraduate student body on University Academic Council, University Council for Academic Technologies, and College of Engineering Industry Advisory Council

Skills

Languages: Mandarin Chinese; C++, Java, TypeScript, C, Ruby, Python
Art/Design: Design Thinking, Photography, Typography

shuyang.li.95@gmail.com · https://shuyang.li · He who seeks beauty will find it