Letian Shi

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PERSONAL STATEMENT

Acquired a solid understanding of technical knowledge including software development, unit test, Android application design. With enough projects to prove that Letian Shi is a person with good skill in problem solving, analytical thinking, communication, teamwork, and leadership.

EDUCATION

Northeastern University, Seattle, WA — 01/2023 – 05/2024
Master of Science in Computer Science — GPA: 3.75/4.0
Related courses: Programming Design Paradigm, Algorithms, Machine Learning

University of Rochester, Rochester, NY — 09/2018 – 05/2022
Bachelor of Science in Data Science, Bachelor of Science in Business Analytics — GPA: 3.6/4.0
Related courses: Data Analysis, Databases, Data Visualization, Machine Learning

TECHNICAL KNOWLEDGE

Languages: Java, Python, C#, GitHub, JavaScript
Databases: MySQL, Neo4j
Other technical skills: Android Studio, Unity, AWS cloud computing

WORK EXPERIENCE

Shanghai Chatail Technologies, Inc, Shanghai, China — 06/2020 – 08/2020
Data Analyst Intern

- Actively engaged in a project with local shopping center in Hangzhou to recover the economy during pandemic.
- Utilized MySQL to analyze customers behavior based on the WeChat footstep counts of active customers within the shopping center region, divided users into “high”, “medium” and “low” frequency customers.
- Increased the frequency of pushing coupons to class “high” users to suggest higher user engagement to more active customers.
- Increased 30% of total customer engagement in the shopping center.

PROJECTS

Mobile Game App “Walk Warrior”, mobile app on Android device — 07/2023 – 08/2023

- Course final project of developing Android application.
- Self-learned Unity to achieve a better GUI and developed a mobile game application called “Walk Warrior”.
- Leaded the team for game structure design.
- Harnessed Android devices acceleration sensor to calculate footstep counts.
- Enlighted by a built-in old 3DS game, used footstep counts as in-game currency to encourage a higher user engagement.
- Utilized Unity tile map to draw game scenes, touch screen input to control the game, and C# for game logic checks.
- Achieved a full score for the project.

Dashboard Inconsistency Guard, data pipelines and develop the tool using Python and TypeScript. — 05/2024 – present

- Dashboard Inconsistency Guard (DIG) is a tool to generate and revision dashboards that violates design principles.
- Actively engaging in teamwork, dealing with data auto-pipelines to generate dataset based on DIG revision results.
- Collaborating with researchers that use the generated dataset for AI modeling for NeurlSP.
- Performing train-test-validation split beforehand.
- Maintaining Hugging Face data repository and GitHub repository, solving GitHub issues.
- Achieving a more efficient dashboard revision tool, a better dataset generated for AI researchers.