Xiangyi Li

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EDUCATION

San Jose State University

San Jose, CA

Master of Science in Computer Science

Sep. 2023 - May 2025

The Chinese University of Hong Kong, Shenzhen

Shenzhen, China

Bachelor of Engineering in Computer Science and Engineering

Sep. 2019 - Jun. 2023

EXPERIENCE

Tesla

Fremont, CA

Software Engineer Intern

May 2024 - Present

- Full-stack Development: Iterated features in Tesla Service OS using .NET for RESTful API, thread pool for concurrent processes, and React for UI. Optimized MySQL performance by query caching. Utilized GraphQL for cross-team service integration, Redis for config caching, and Kafka for streaming between services.
- Legacy App Migration: Migrated service app frontend from Angular 8 to 15. >150 features migrated in 4 weeks. Spearheaded user access testing deployment with Kubernetes and Docker.
- Internal AI tooling: Proposed integration with Cohere Command R+ and Llama 3.1 7B model in Continue Fauxpilot extension and HuggingChat. Developed POC with Llama 3.1 405B FP8 with vLLM.

Kimi.ai

San Jose, CA

Co-founder

Nov 2023 - Feb 2024

- Overview: Built an AI voice chat app with interactive avatars using Expo, Next.js, and Solito, and PostgreSQL.
- Technical Highlights: Animation and audio streaming in Next.js. Live2d avatars with Pixi.js and Unity. CI/CD pipelines with GitHub Actions and Expo EAS. Mono-repo codebase with Yarn 4.
- Business Achievement: Raised \$100k angel funding. Shipped the app in 4 weeks gaining 10k users in a month.

Dolby Laboratories

Shenzhen, China

Software Engineer Intern

Feb 2023 - May 2023

- Windows Development: Implemented Dolby Vision Windows SDKs with .NET, generating color profile files for >500k laptops annually. Used CMAKE and Ninjia to build Vision SDKs for Windows and Chromium.
- Full-stack: Iterated features for Dolby Vision Support portal with Vue.is, ASP.NET Core, MySQL. Implemented real-time communication with SignalR, RBAC with ASP.NET Core Identity, Entity Framework, and JWT.
- Product Management: Initiated feature designing with customers, designers, and field engineers.

Red Hat

Beijing, China

Software Engineer Intern

May 2022 - Dec 2022

- o Cloud Native: Extended Kubernetes APIs with Operator Lifecycle Managment in Golang, impact major feature updates in >2 releases. Contributed to community operators like ArgoCD using YAML.
- Full-stack: Built features for OpenShift web console with React, TypeScript, Golang, Cypress, and Ginkgo. Built an internal collaborative editor with React, Node.js, MongoDB, and SocketIO.
- CI/CD: Responsible for debugging Jenkins CI, fixing Ruby scripts. Set up AWS network configs and RBAC.

Projects

- OpenSDKs.org: TypeScript runtime that generates standardized SDKs from OpenAPI specs. Featured on Dosu.dev
- AskAbeAI.com: Legal AI agent for fast and accurate answering with RAG on PostgreSQL with HNSW indeing.
- Feedback Prize: Fine-tuned a RoBERTa model with PyTorch for a Kaggle contest and won a silver medal.

SKILLS

- Programming Languages: TypeScript, Python, Golang, C++, C#, Java, SQL, R
- Frameworks: React, React Native, Expo, Angular, Vue; Next.js, .NET, Gorilla; PyTorch, TensorFlow
- Tools & Technologies: AWS, GCP, Kubernetes, Docker, MySQL, PostgreSQL, MongoDB, Firebase
- Soft Skills: Communication, Feature Planning, Agile, Cross-team Functioning, Knowledge Sharing