LI YIFENG

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 yifen9

Trento, Trentino–Alto Adige, Italy

OBJECTIVE

Seeking a research internship opportunity in the field of multi-agent systems, where I can apply my background in DSL design, turn-based game engines, and reinforcement learning to support active projects and deepen my research experience.

EDUCATION

- **University of Saarland** — *Incoming*, Saarland, Germany
  Erasmus+ Study
  ◦ Winter Term 2025/2026

- **University of Trento** — *Sep, 2025 - Current*, Trento, Italy
  Bachelor Degree in Computer Science (L-31)
  ◦ GPA: 28.8/30 (Top 5%)

PROJECTS

- **ORCID Hiring Flow: A dataset providing hiring flow of global scholars** — *Apr - May, 2024*
  Tools: [Python, Matplotlib, Numpy, NetworkX, SpringRank] [Presentation] [k] []
  ◦ Implemented a dataset for analyzing global scholar mobility
  ◦ Analyzed university education inequality via SpringRank

- **Otiria: An end-to-end platform for turn-based game AI training** — *Apr, 2025 - Current*
  Tools: [Julia, Gleam, OCaml, Elixir, Rust, SQL] [Julia(Itera.jl)] [(Itera.jl)] [(Liria)]
  ◦ Otiria consists of three parts: Itera, Liria and Oriva. Itera is the backend of the game engine with Liria as its frontend, while Oriva serves as the main framework combining the whole training process
  ◦ Itera (Done): A full functioning turn-based game engine written in Julia, providing hooks (strategy register and "choose" interface) for training, supporting structural tracking and logging
  ◦ Liria (Active): A DSL based on Gleam to implement "DSL -> AST -> Itera.jl engine language" translation pipeline for both efficient game designing and AI understanding, using OCaml for AST verification, supporting syntax extensions and modular game rulesets
  ◦ Oriva (Pending): A framework providing an interface to both Liria and AI training, including a concurrency tool written in Elixir, data IO written in Rust with data storage writtern in SQL, a multi agents self-play system, an extension system for registering training models and algorithms, and visualization tools

SKILLS

- **Proficient:** C++, Julia, Python
- **Familiar:** C, Gleam, Java, OCaml
- **Tools:** Git, GitHub Workflows, LaTeX, Matplotlib, Numpy

CERTIFICATIONS

- **GPA (University of Trento):** GPA 28.8, Tot. credits 33 — *May, 2025*
- **IELTS:** CEFR B2, Overall 6.5 — *Mar, 2023*

ADDITIONAL INFORMATION

Languages: Mandarin (Native), English (B2), Japanese (Untested B1), Italian (A1), German (A1a)
Interests: AI, Cognitive Science, Quantum Computing, HPC
Personal Websites: Blog (yifen9.github.io), Study Notes (UNITN.BSc), Algorithm Notes (algo-notes)