LI YIFENG

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EDUCATION

University of Trento

Sep, 2024 - Current

Bachelor Degree in Computer Science (L-31)

Trento, Italy

∘ GPA: 28.75/30

PROJECTS

• ORCID Dataset: A dataset providing hiring flow of global scholars

Apr - May, 2024

Tools: [Python, Matplotlib, Numpy, NetworkX, SpringRank]

[Presentation] [k] [7]

• Implemented a dataset for analyzing global scholar mobility

 \circ Analyzed university education inequality via SpringRank

• Otiria: An end-to-end platform for turn-based game AI training

Apr, 2025 - Current

[Julia(Itera.jl)] [

• 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

• Giordle: A Wordle-like game made in Godot based on WhatsApp chat history

Jul, 2025

Tools: [Godot, GDScript]

Tools: [Julia, OCaml]

[2]

• UniTN Online Judge: A serverless online judge platform

Aug, 2025 - Current

Tools: [Cloudflare, SvelteKit, TypeScript, Terraform]

[oj.yifen9.li] [

• UniTN Problemset: A static choice problem online judge platform

Sep, 2025

Tools: [Elm, Typescript, Tailwind CSS, Notion]

[Introduction] [pset.yifen9.li] []

SKILLS

• **Programming Languages:** C++, Julia, Python, TypeScript

• Frontend: Elm, pnpm, SvelteKit, Tailwind CSS, Vite

• Backend: Node.js, Phoenix, PostgreSQL, SQLite

• DevOps: Cloudflare, Docker, GitHub Actions, Nix, Terraform

CERTIFICATIONS

• GPA (University of Trento): GPA 28.75, Tot. credits 51

July, 2025

• English (IELTS Academic): CEFR C1, Overall 7.5

June, 2025

ADDITIONAL INFORMATION

Languages: Chinese (Native), English (C1), Japanese (B1), Italian (A1), German (A1a)

Interests: Cognitive Science, DSL, Game Developing, Multi-agent System

Personal Websites: Homepage (Li Yifeng), Blog (Blog), Labs (Algo | UniTN L-31), Self-Hosting (clareLab)