Yinglan Chi

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EDUCATION

University of California, San Diego   San Diego, CA
Master of Science in Computer Science   Sep. 2022 { Jun. 2024
    Coursework: Machine Learning, Network Systems, Optimization, Recommendation Systems, Data Visualization
University of California, San Diego   San Diego, CA
Bachelor of Science in Mathematics-Computer Science   Sep. 2018 { Jun. 2021
    Honors: Provost Honors
    Coursework: Object-Oriented Design, Algorithm Design, Data Structures, Software Tools, Computer System, Numerical Analysis

TECHNICAL SKILLS

Software Engineering: C++, Go, Java, JavaScript, Objective-C, WPF
Machine Learning: Python (TensorFlow, Scikit-learn, Matplotlib), MySQL, MATLAB
Big Data Engineering: Hadoop, Hive, Spark, MapReduce
Developer Tools: Git, VS Code, Visual Studio, IntelliJ, Eclipse, Linux
Soft Skills: Passionate, Eager to Learn, Teamwork, Strong Communication

PROFESSIONAL EXPERIENCE

Software Engineer Intern   Jul.2021 – May.2022
ByteDance   *Beijing, China*
- Built GBDT model with mass data collected from Toutiao news app's in-app questionnaires using Python and MySQL to identify hardcore fans for Toutiao creators in order to boost user-author interaction.
- Established model that ranked 3 million short video creators using Logistics Regression, PageRank algorithm, Python, and C++, which improved total video view counts significantly by 2%.
- Conducted feature engineering on user stay time model using Python and TensorFlow, utilized C++ to make the updated model online in the Recommendation System.
- Identified pain points provided by A/B testing, provided solutions to refine the models that increased the model accuracy from 75% to 81%, and kept track of improvement progress by working with different departments.

Frontend Development Intern   Jul. 2020 – Oct. 2020
ACM Research Inc   *Remote*
- Designed and developed new feature of showing top5 recently opened files in menu bar in the company's application using WPF and C#.
- Designed interactive animation for password login feature following Custom Control/User Control design pattern.
- Built application test systems with mentor and reported project status with product management team.

PROJECTS

HTTP Web Server Design *j Golang, Client/Server Protocol, Unit Testing*   Feb.2023
- Designed a web server that implements a subset of HTTP/1.1 protocol specification (200, 400, 404 responses) using socket level programming in Go.
- Designed a server that supports HTTP pipelining of requests/responses with a timeout mechanism.
- Followed test driven development approach for developing features and wrote multiple unit tests and end-to-end tests for maximizing testing coverage.

Distributed Network Sorting *j Golang, Network Programming, Multi-threading*   Jan.2023
- Designed a distributed sorting program that run concurrently on all given servers.
- Partitioned data holding mass number of records on each server using data partition algorithm.
- Constructed and opened sockets to send and receive partitioned data from peer servers concurrently using Go's net package and goroutines.
- Sorted the received partitioned data on each server using a custom comparator.

Car Insurance Claim Prediction *j Python, Scikit-learn, Data Modeling, Cross-Validation*   Dec.2022
- Implemented logistic regression model, K-NN model, and Random Forest model on a dataset of size 58,592 to predict whether car policyholders will file an insurance claim within the next 6 months.
- Optimized the models with cross-validation by using GridSearchCV in the Scikit-learn package.
- Conducted model performance analysis with confusion matrix and accuracy, and selected the Random Forest model as the best model with accuracy of 0.92.

Streamline Game Development *j Java, JavaFx GUI, EventHandler*   Sep.2020
- Implemented the Streamline game using Java and GUI that allowed players to interact with the game through keyboard.
- Used JavaFx to design the game screen layout, and applied EventHandler Interface to handle interactions.