

# Zach (Zuqi) Li

Software Engineer | University of Waterloo

🌐 <https://zuqi.li>

📞 (206) 724 3286

✉ [lizuqiliang@gmail.com](mailto:lizuqiliang@gmail.com)

🐙 [github.com/zuqini](https://github.com/zuqini)

🌐 [linkedin.com/in/zuqili](https://www.linkedin.com/in/zuqili)

## EXPERIENCE

**Microsoft** | Software Engineer II @Shop|Autosuggest Relevance

Sept 2018 - Present | Redmond, WA (Intern @ Sept 2017 - Dec 2017)

C#, Python, Scala, Spark, Azure, ML.NET, TensorFlow, Databricks, TypeScript



- Created the unified **Shopping Recommendations** service for product recommendations on all Microsoft applications; simplifies workflows and enables faster iteration
- Developed on **Microsoft Bing for Commerce** services and data pipelines to provide intelligent autosuggest for **Dynamics 365 Commerce** and large-scale retailers
- Designed a classifier for suppressing suggestions given context and achieved an F1-score of **0.91**; significantly improved defect-rate and side-by-side metrics for Bing autosuggest
- Delivered a service for powering non-prefix-match suggestions to major international markets; expanded autosuggest coverage and serves **~1,600 QPS** per instance
- Developed the **autosuggest ranker** of the Chromium-based Edge browser using a regression model; side-by-side metrics showed similar performance as Chrome
- Prototyped and productionized an **n-gram** and an **RNN** language model for next word prediction; increased autosuggest coverage by **~20%** and improved user engagement

**LinkedIn** | Data Infrastructure Intern @Media Infrastructure

Jan 2017 - Apr 2017 | Sunnyvale, CA

Java, Kafka, MySQL, Ambry



- Helped launch LinkedIn's **media infrastructure** for processing and serving all digital assets
- Designed and deployed a distributed **end-to-end validation/performance testing** service
  - Handles scheduling, traffic generation, metrics collection, data validation, and alerting
  - Used for experimentation, automating customizable tests, and failure monitoring

**Yahoo!** | Software Engineering Intern @Yahoo! View

May 2016 - Aug 2016 | Sunnyvale, CA

Node.js, React, Fluxible, MySQL, AWS, Chai, Mocha



- Created **Yahoo! View** as part of the web team; hosted **thousands** of TV shows and movies
- Implemented search functionalities into Yahoo! View using **AWS CloudSearch**, built interactive components and business logic, and set-up automated functional/unit tests
- Integrated **Tumblr** content into Yahoo! View to show relevant official and fan posts

## PROJECTS

**KaeSwap** | Website | Next.js, Apollo GQL, Flask, Postgres, AWS S3, Docker Dec 2018 - Present

A platform for fans to trade and resale their albums/posters/merch; received **thousands** of pageviews and **hundreds** of concurrent active users during the KCON LA event

**HoppyPup** | Unity Game | Unity, C# Oct 2020 - Present

A 2D mobile game featuring custom assets, dynamic shadows, and day-night system

**LUQL** | iOS App | Node.js, React Native, MobX, Firebase Jan 2017 - Sept 2017

A mobile platform for locals and tourists to post, discover, and book tours around their area

**MelonWatch** | OpenGL Game | C++, OpenGL, OpenAL Aug 2017

A 3D first-person shooter built completely from scratch featuring dynamic shadow mapping, particle system, and physics engine

## SKILLS

### Languages

- Python
- Java
- C#
- C++
- JavaScript
- SQL
- Scala
- HTML / CSS

### Frameworks

#### - Web

- React
- Apollo GraphQL
- Express
- Flask
- Redux
- MobX
- Angular

#### - Data

- Spark
- ML.NET
- TensorFlow
- Hadoop

#### - Application

- React Native
- Unity
- Android SDK
- .NET
- OpenGL

### Databases

- PostgreSQL
- MySQL
- MongoDB

### Tools

- Node.js
- AWS
- Microsoft Azure
- Firebase
- Docker
- Git / SVN
- Jupyter
- Vim

## EDUCATION

**University of Waterloo**

Bachelor of Software Engineering

Sept 2013 - Apr 2018