# Zach (Zuqi) Li

Software Engineer | University of Waterloo

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### **EXPERIENCE**

Microsoft | Software Engineer II - Shopping|Autosuggest Relevance Sept 2018 - Present (Intern @ Sept 2017 - Dec 2017) | Redmond, WA 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 into Yahoo! View using AWS CloudSearch; built main UX flows 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 | Android/iOS 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 App | 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++
- lovoCo
- 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.is
- AWS
- · Microsoft Azure
- Firebase
- Docker
- Git / SVN
- Jupyter
- Vim

## **EDUCATION**

## University of Waterloo Bachelor of Software Engineering

Sept 2013 - Apr 2018