Zach (Zuqi) Li

Software Engineer | University of Waterloo

EXPERIENCE

Apple | Senior Software Engineer

Nov 2021 - Present | Seattle, WA

Rust, Java, Cassandra, Kubernetes, Docker, Oracle DB, Trino, Pkl



- Building the next generation of the App Processing infrastructure, to safely and efficiently deliver apps from developers to millions of users
- Designed and developed web-scale distributed services to process, store, and vend app data swiftly and reliably; serving crucial data to support the App Store's daily operations

Microsoft | Software Engineer II

Sept 2018 - Oct 2021 | Redmond, WA (Intern @ Sept 2017 - Dec 2017) C#, Python, Scala, Spark, Azure, ML.NET, TensorFlow, Databricks, TypeScript



- Led the Shopping Newsletters project to bring personalized recommendations to millions
- Built the Shopping Recommendations service powering all product recs on msft platforms
- Developed Bing for Commerce to support intelligent autosuggest for retailers and D365
- Developed language models for next word prediction and classifiers for defective suggestions; increased autosuggest coverage by ~20% and greatly reduced defect-rate

LinkedIn | Data Infrastructure Intern

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 delivered a distributed end-to-end validation/performance testing platform
- Supports traffic generation, metrics collection, data validation, scheduling, and alerting
- Used for experimentation, failure monitoring, and automating customizable E2E tests

Yahoo! | Software Engineering Intern

May 2016 - Aug 2016 | Sunnyvale, CA

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



- Created <u>Yahoo! View</u> 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 integration + 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 - Jan 2021

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

LUOL | 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

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

- zugili.com ج
- github.com/zuqini
- in linkedin.com/in/zuqili

Languages

- Rust
- Java
- Python
- C#
- C++
- JavaScript
- SOL
- Scala
- HTML + CSS

Frameworks

Web

- React + Next.is
- · Apollo GraphQL
- Express
- Flask
- Redux

Data

- Spark
- Trino
- ML.NET
- Hadoop

Application

- Android SDK
- .NET
- Unity
- Unreal Engine
- OpenGL

Databases

- Cassandra
- PostgreSQL
- MySQL
- Oracle
- MongoDB

Tools

- Node.is
- Docker
- Kubernetes
- AWS
- Microsoft Azure
- Firebase
- Git + SVN
- Jupyter
- Vim

University of Waterloo

Bachelor of Software Engineering Honours with Distinction

Sept 2013 - Apr 2018