

# Zach (Zuqi) Li

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## 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



- Developed and supported [Microsoft Bing for Commerce](#) services/pipelines to power intelligent autosuggest for various retailer clients and [Dynamics 365 Commerce](#)
- Created the unified [Shopping Recommendations](#) service to support personalized product recommendations on all user-facing apps such as Windows, Bing, Edge, and MSN
- Designed classifier to identify and suppress irrelevant Bing suggestions given context; achieved an F1-score of **0.91** and significantly reduced defect-rate
- Delivered service for providing non-prefix-match suggestions to en-US and international markets; expanded autosuggest coverage and serves **~1,600 QPS** per instance
- Developed server-side [autosuggest ranker](#) for the Chromium Edge browser using regression trees; side-by-side metrics showed comparable performance to Chrome
- Prototyped and productionized [n-gram/RNN](#) language models 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
  - Supports traffic generation, metrics collection, data validation, scheduling, and alerting
  - Used for experimentation, failure monitoring, and automating customizable E2E tests

**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