Zach (Zuqi) Li

Software Engineer | University of Waterloo

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EXPERIENCE

Apple | Senior Software Engineer
Nov 2021 - Present | Seattle, WA
Rust, Java, Cassandra, Kubernetes, Docker, Oracle DB, Trino

- 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 **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 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

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

Languages
- Rust
- Java
- Python
- C#
- C++
- JavaScript
- SQL
- Scala
- HTML + CSS

Frameworks
Web
- React + Next.js
- 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.js
- Docker
- Kubernetes
- AWS
- Microsoft Azure
- Firebase
- Git + SVN
- Jupyter
- Vim

University of Waterloo
Bachelor of Software Engineering
Honours with Distinction
Sept 2013 – Apr 2018