XINLONG YI

Riverside, CA

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EDUCATION

University of California, Riverside

Computer Science, Master

Dalian Maritime University

Intelligence Science and Technology, Bachelor

Sep. 2019 - Present

GPA: 3.95/4

Sep. 2014 - Jun. 2018

Rank: 4/50

TECHNICAL SKILLS

Computer Languages

Python, JAVA, SCALA, C/C++, HTML, SQL, Shell

Frameworks

Django, Flask, Scrapy, Spark, Spark-ML, Sickit-learn, Keras, Tensorflow

Platforms & Tools

AWS, Docker, Tomcat, Git, MySQL, Hadoop, CMake

WORK EXPERIENCE

Suning, Decision and Optimization Laboratory

Algorithm Engineer

Aug. 2018 - Jun. 2019 Nanjing, Jiangsu

- Developed recommendation algorithms based on Scala and Spark ML framework for a video platform
- Rewrite the data processing script in **SQL** and optimized the **Spark SQL** tasks, which saved **20**% time of daily offline computation
- Applied the Collaborative Filtering and Logistic Regression for the content page; increased Click Through Rate(CTR) by 15% and Average Views by 26%

PROJECTS

3D Road Map Visualization

project site

Sep. 2019 - Dec. 2019

- Developed a program by using Scala and Spark to convert 2D road map data into 3D and visualize it
- Stored and processed big data by using **Hadoop** and handled the geology files by using **Geotrellis**
- Applied **Delaunay Triangulation** algorithm to process the missing points and visualized through Goole Earth

Tencent Advertising Algorithm Competition

Feb. 2019 - Apr. 2019

- Developed algorithms by using Python and AWS EC2 to predict the exposure of advertisements
- Implemented LSTM by using Keras, XGBoost and Random Forest by using Sickit-learn
- Combined models by using stacking, which improved our grade by **0.3**; ranked **top 10**% over 1000 teams

Q&A Matching System for Bank

Mar. 2018 - Jun. 2018

code

- Developed a set of RESTful APIs by using Python and Django to process the credit card related questions
- Segmented the sentences by using **Jieba** and implemented pre-trained Chinese **word embeddings**, which is fine-tuned with our data
- Implemented an CNN by using Keras to classify the incoming question and return the prepared answer

Gomoku AI

Feb. 2018 - Jun. 2018

- Developed a Gomoku AI, which can play in human-level, by using Python, Tensorflow and Pygame
- Designed and implemented a CNN to evaluate chessboard and trained with data generated by self-play
- Applied MCTS(Monte Carlo Tree Search) as framework of this AI and use CNN to speed up the simulation process of MCTS