

ZIYANG LI

Liby

University of California - San Diego (3.79)
B.S. Computer Science (4.0/4.0) &
B.S. Mathematics (3.8/4.0)
Visual Arts Minor

CONNECT

Email: liby99@icloud.com
Website: <http://liby.me>
Github: <https://github.com/Liby99>

EDUCATION

UCSD – Sep 2015 - Jun 2019
UC Berkeley Summer 2016 – Jun - Aug 2016

INTERESTS

Computer Graphics
Programming Language
Human Computer Interaction
Artificial Intelligence

SKILLS

LANGUAGES

Javascript | C++ | Java | C# | Python | Ocaml |
Haskell | Coq | HTML/CSS | SQL

FRAMEWORKS

React | LLVM | NodeJs | ExpressJs | Meteor
Asp.net | Android | OpenGL

DATABASE

MongoDB | MySQL | MSSQL

DESIGN

Adobe Photoshop | Adobe Illustrator | Adobe
InDesign | Adobe Experience Design | Sai | Clip
Studio Paint

VIDEO & MUSIC

Adobe Premiere | Adobe After Effects
Logic Pro X

3D

Cinema 4D | Blender

BRIEF

Ziyang Li considers himself as a curious, dedicated and creative individual, whose interests mainly rest in computer graphics, programming language, human computer interaction and artificial intelligence. Besides, he also has a strong background in print and video production, ui/ux design, visual effects, 3D modeling and rendering, and Piano Performing.

RELEVANT COURSEWORK

Computer Graphics (A) | Computer Graphics II: Rendering (A) | Advanced Computer Graphics (A+) | Computer Animation (A+) | 3D User Interaction (A+) | Sampling and Reconstruction of Visual Appearance (A) | Programming Languages (A+) | Virtual Reality (A+) | Artificial Intelligence (A) | Design Communication (A)

ACTIVITIES / EXPERIENCES

RESEARCH ASSISTANT @ UCSD PL

Sep 2018 - Present

- Working with PhD Alex and Prof. Sorin Lerner on ProverBot9001, an AI trained COQ proof generator.

RESEARCH ASSISTANT @ UCSD VISCOMP

Sep 2018 - Present

- Working with Prof. Ravi Ramamoorthi on real time realistic rendering & mobile vr/ar applications.

ENGINEERING FELLOW @ KPCB FELLOWS PROGRAM

Jun 2018 - Sep 2018

- Cohort of 75 fellows selected from over 2000 applicants (~2% acceptance rate)

RESEARCH ASSISTANT @ UCSD DESIGN LAB

Jun 2017 - Jun 2018

- Working with Phd Vineet Pandey and Prof. Scott Klemmer.

- Working on system Galileo, a platform for people to design and run their own scientific experiment.

- Website: <http://gutinstinct-ucsd.edu/galileo/>

TECH DEPARTMENT DIRECTOR @ UCSD CSSA

Mar 2016 - Present

- Worked on Basketball Match Promo Video, UCSD Freshman Introduction Video, Why Dalai Lama is Controversial Exhibition Display Boards, Various Posters and Pamphlets.

- Worked on iOS App UCSD CSSA What to Eat, to help students decide what restaurant to go to.

- Leading Developing Web App UCSD Short Lease Platform to help students find short-term leasing.

FOUNDER & UI/UX/Front-end DEV @ INSO LINK

Jun 2016 - Present

- Inso Link is a Mirror Download Site of Music Game OSU! for Chinese Users who are unable to download.

- Mainly working on the widely-praised UI/UX and Front-end design. Has achieved over 300k downloads and 5k users. Recently raised nearly ¥5k support donation.

- Main Site: <http://inso.link/>, Status Site: <http://status.inso.link/>

DEV LEAD @ UCSD CSE 110 SOFTWARE ENGINEERING

Jan 2017 - Mar 2017

- Dev Leader of 10-student team working on Android App BadApple! which aimed to manage the food storage.

CTO @ SZMS STUDENT COMPANY VINET

Apr 2014 - Sep 2015

- Developed VEat, a web app with WeChat integration for SZMS students to order lunch for delivery online.

- User amount over 1k (3k in total) and over 100 orders per meal in average.

TECH DIRECTOR @ SZMS STUDENT ACTIVITY ASSOCIATION

Oct 2012 - Jun 2015

- Worked on promotion video for New Year's Gala, School-Wide Top-10 Singers Contest and various videos.

- Became Technology Department Director and Created Web Team to work on web development. Taught Classes of video and design production and programming.

FELLOW @ UCSD PIANO SOCIETY

Mar 2016 - Dec 2017

VARIOUS SIDE PROJECTS

- KeelingJs: A NodeJs Framework based on ExpressJs: <https://github.com/liby99/keeling-js>

- Daily CG Artworks: <http://liby.me/artwork.html>, MangaReader: <https://manga.cubes.studio/>

- RayTracer Renderer: <https://github.com/liby99/Raytracer>, Crystal Star Animation: <https://cubes.studio/cse168>

- Computer Graphics Projects: Image Processing: <https://cubes.studio/cse163/proj1>, Mesh Simplifier: <https://cubes.studio/cse163/proj2>, Character Animator: <https://github.com/liby99/Rotamina>

- Space Escape: A VR Room Escape Puzzle Game using Unity, <https://cubes.studio/cse165/>

- Neon Ping Pong: A VR Ping Pong Game using C++ & OVR, <https://www.youtube.com/watch?v=UgECLCYevcw>

- Menhera: A functional programming language using TypeScript & LLVM: <https://github.com/liby99/menhera>

WORK / INTERNSHIP

TUTOR @ UCSD CSE 130 PROGRAMMING LANGUAGE

Sep 2018 - Dec 2018

FRONT END ENGINEER INTERN @ COURSERA

Jun 2018 - Sep 2018

- Worked on Coursera UI Frontend Library and Assignment Single Submission Pages, using React

- Became a member of Coursera Band playing Keyboard

TUTOR @ UCSD CSE 163 ADVANCED COMPUTER GRAPHICS

Mar 2018 - Jun 2018

TUTOR @ UCSD CSE 167 INTRO TO COMPUTER GRAPHICS

Jan 2018 - Mar 2018

FULL STACK ENGINEER INTERN @ DEEP MEDIA Ltd.

Sep 2016 - Jan 2017

- Contract based work. Working on company website on Mobile and WeChat for communications with clients.

FULL STACK ENGINEER INTERN @ YOBS TECHNOLOGY Inc.

Jan 2016 - Sep 2016

- Internship in a startup company working on Yobs to help students to find part-time jobs. <http://yobs.io/>

FRONT-END DEV INTERN @ EASYHIN Ltd.

Aug 2015 - Sep 2015

- Full-time Internship in EasyHin working on Mobile & WeChat website for patients to communicate with doctors.

- Website: <http://easyhin.com/>

TUTOR @ UCSD CSE 12 DATA STRUCTURE & OO DESIGN

Jan 2017 - Mar 2017

AWARDS / HONORS

TOP 10 OF 170+ TEAMS @ LA HACKS 2017

Mar 2017

SECOND PLACE @ UCSD HACK NIGHT

Nov 2016

1ST PLACE @ UC BERKELEY AI PACMAN CONTEST

Jul 2016