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EDUCATION

University of California, Berkeley

GPA: 3.6

Master of Science in Electrical Engineering and Computer Science

May 2021 - May 2022

Bachelor of Science in Electrical Engineering and Computer Science

Aug 2017 - May 2021

Relevant Courses: Efficient Algorithms, Data Structure, Machine Learning, Optimization, Computer Vision, Robotics

TECHNICAL SKILLS

Programming Languages: Python, Java, JavaScript, SQL, HTML, CSS, Scheme, C, C++

Technologies: Protocol Buffer, Apache Spark, Hadoop, Linux, Git, Bash, Docker, AWS, React Native, ROS

Machine Learning: PyTorch, Tensorflow, OpenCV, OpenAI Gym, TensorBoard, NumPy, SciPy, Pandas

Professional Experience

Waymo

Software Engineering Intern, Perception

May. 2021 - Aug. 2021

- Developed an automation pipeline of labeling association for 3D perception object and 2D camera detection
- Wrote 3000+ lines of C++ code and integrated the labeling pipeline into Waymo perception codebase

Yahoo!

Software Engineering Intern, Yahoo! Mail Intelligence

Jun. 2020 - Aug. 2020

- Developed a scalable and adaptive multitask deep learning model for email question/answering on Yahoo! mail data
- Built a reusable distributed data processing pipeline with Spark, Hadoop, Hive, Pig; saved processed data to HDFS
- Trained the model on 100 million records of email data and achieved 90% F1 score

UC Ergonomics Lab

Software Engineering Intern

Jun. 2019 - Aug. 2019

- Helped assembly line workers understand their daily activities and prevent potential physical injury by training a neural network to classify human actions, with data collected from IMU sensors
- Processed the raw data with **Pandas** and trained the network with PyTorch. The **PyTorch** residual neural network reaches **92**% accuracy on Time-series human actions recognition task among 14 activities after training

Berkeley AI Research Lab (BAIR)

Undergraduate Researcher, advised by Professor Avideh Zakhor

Apr. 2020 - present

- Researched on thin object depth estimation from monocular depth estimation model and sparse point cloud
- Accurately detected thin objects by constructing point cloud from Intel T265 and D435 camera pose triangulation
- Designed a regression-based algorithm to convert relative depth from monocular depth estimation model to absolute depth; the converted absolute depth pixel-wise error is within $\pm 6\%$ of the ground-truth depth map

Flourish

Software Engineering Intern

May. 2018 - Aug. 2018

- Worked with an agile team to develop a mobile app which introduces an entertaining way for personal finance
- Collaborated with design team to optimize and integrate the frame of Plaid API using React Native and Figma
- Implemented two in-app games using JavaScript to increase customer stickiness and validated with AB testing

LEADERSHIP & CAMPUS ACTIVITIES

Robomaster at Berkeley

 ${\it Co-founder,\ President}$

Oct. 2018 - Present

• Initiated and led a team of 15 that broke into ICRA Robomaster AI Challenge 2019 final round and won 2nd prize

UC Berkeley College of Engineering

CS Tutor

Jan. 2019 - present

Taught weekly sections and hosted office hours for Computer Vision (CS 194-26) and Data Structures (CS 61B)