Yiting (Ethan) Li

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EDUCATION

M.S., Computer Science, UC San Diego — September 2017 – September 2021
Machine Learning focus — GPA: 3.7/4.0

B.S., Computer Engineering, UC San Diego — September 2013 – June 2017
GPA: 3.8/4.0 (with Cum Laude Latin Honor) — Major GPA: 3.9/4.0

SKILLS

- Python, Java, C, C++, TensorFlow, Ruby on Rails, RSpec, React, Redux, Material UI, SQL, Ruby, JavaScript, Linux, Git, Kubernetes, PyTorch
- Algorithms and Data Structures, Test Driven Development, Computer Vision, Natural Language Processing.

EXPERIENCES

May 2022 – Mar 2025 — **Software Engineer — Google Cloud AI**
- Created designs and implemented features using Google technologies in C++ and Python.
- Worked in close relationship with the Gemini team on one of the largest Google internal AI training platforms, in particular services that enable efficient LoRA fine-tuning on Large Language Models, drastically improving Machine Learning developer experiences.

Feb 2021 – Mar 2022 — **Software Engineer (Full Stack) — Housecall Pro**
- Worked in the Pricebook team, responsible for the development of Flat Rate Pricing and Profit Rhino data integration for the Price Book, the most valued tool in the product for home service companies' business management. (Ruby on Rails, React, JavaScript)
- Built the material mark up feature, part of Flat Rate Pricing calculation, the settings page of which involves sophisticated front end logic that enables setting mark ups for arbitrary price ranges.
- Developed bulk migrating of services into materials, a feature highly requested by customer companies when the materials feature was released as part of Flat Rate Pricing.
- Implemented the materials csv import and export feature, directly impacting customer companies' day-to-day business by allowing Price Book management using csv files.
- Responsible for integrating Google reCAPTCHA v3 into the marketing website for tracking purposes.

July 2018 – Aug 2018 — **Internship — Pan Asia Technical Automotive Center at Shanghai General Motors**
- Worked in an Autonomous Driving Systems research and development team.
- Optimized data preprocessing script in Python and increased processing speed by 300%. Fixed some critical bugs that led to data contamination.
- Implemented a Monte-Carlo Tree Search algorithm based on AlphaGo Zero for motion planning oriented training by Reinforcement Learning.

PUBLICATION

Jun 2019 — **LakhNES: Improving Multi-Instrumental Music Generation with Cross-Domain Pre-Training — ISMIR 2019**
- Paper accepted to the 20th Conference of the International Society for Music Information Retrieval 2019.
- Proposed an efficient event-based representation of music with regard to learning music in MIDI format.
- Inspired by the TransformerXL model, built a model capable of generating multi-instrumental music by training on NES-MDB, a dataset consisting of 46 hours of chip-tune music. The model achieved desirable results in human tests.