

# Tianyu Li

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## Profile

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- School of Information Science and Technology, undergraduate of Year 3
- Coding enjoyer, (still) interested in developing electronic games
- Phone and WeChat: 15903219813

## Education

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**Peking University**, Computer Science and Technology Sept 2022 – June 2026(estimated)

- GPA: 3.19/4.0 (transcript attached)

## Projects

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**A SysY Compiler based on libkoopa** github.com/Wxm-233/Compiler

- Practical assignment of course *Compiler Principle*, developed with **koopaIR**, lex and yacc.
- Tools Used: C++, Lex, Yacc, Rust(for better understanding of libkoopa)

**Website Picture Processing Tools** github.com/Wxm-233/pic\_proc

- Practical assignment of course *Digital Image Processing*, using Gradio to build a website
- Tools Used: Python, LaTeX(to write reports)

**Slay the Spire C#** github.com/a12387/slay-the-spire-csharp

- Collaborated with friends, recreated parts of *Slay the Spire* in C#, with no game engines.
- Very quick development, within 3-4 days
- Read documents of .NET and rewrote some functions for better performance
- Tools Used: C# base on .NET Framework

## Skills

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**Languages:** C++, C, Python, C#, JavaScript, GDScript, LaTeX

**Technologies:**

- Artificial Intelligence: Machine Learning
- Software Development: Object-Oriented Programming, Version Control/Git, .NET Software Development, Godot Game Developing, QT-based Developing
- Web Development: HTML, CSS, Node.js
- Operating Systems: Linux, Windows, macOS
- Tools and Frameworks: PyTorch, Jupyter Notebook

**Soft Skills:** Problem Solving, Teamwork, Communication, Adaptability

## Extracurricular Activities

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- Member of Peking University Youth Astronomy Society
- Volunteered for school anniversary cycling event, Turing Research Forum and Peking University Opening Ceremony
- Participated in Peking University's 2024 enrollment work in Hebei