

Xuefeng Li

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EDUCATION

Northeastern University

M.S. in Computer Science

Seattle, Washington

09/2024 – 12/2026(Expected)

Fudan University

B.S. in Computer Science and Technology

Shanghai, China

09/2020 – 07/2024

TECHNICAL SKILLS

Programming Languages: C/C++ (Advanced), Python (Advanced), Java (Advanced), JavaScript, SQL

Frameworks & tools: Node, Flutter, Flask, Pytorch, FastAPI, Elasticsearch,

Database: MySQL, Firebase, PostgreSQL

Others: Linux, Windows, Mac, Git, Github, GDB

INTERNSHIP EXPERIENCE

Shanghai Heji Private Equity Fund Management Co., Ltd (C++, Python)

Shanghai, China

Software Engineering Intern

Feb. 2022 – Sep.2023

- Developed mission-critical brokerage trading system handling 100,000+ daily transactions, implementing robust C++ APIs/SPIs for real-time market data processing and trade execution
- Conducted research comparing concurrent data structure implementations (mutex locks, CAS-based lock-free, message queues) in high-concurrency market data scenarios, ultimately implementing lock-free solution with TDD that maintained consistent microsecond latency regardless of reader thread count
- Addressed the issue of disorder in UDP concurrency by using the buffer & delay method to reorder transactions
- Implemented the calculation of TWAP and VWAP, utilized the Pandas library for data aggregation, filtering, and recovery, and generated a comprehensive report to guide trading strategies

PROJECT EXPERIENCES

Implementation and Optimization of a Compiler of SysY Language Based on C++

May. 2023 – Aug. 2023

Team Leader, Fudan University Supervisor: Xiaoyang Wang & Hui Xu

- Architected and implemented a full-featured compiler for SysY (C subset) incorporating LLVM-inspired optimization techniques, achieving GCC -O2 level performance on majority of benchmark cases
- Designed and implemented comprehensive optimization passes including constructing SSA form, utilizing data flow analysis for constant propagation and dead code elimination, reusing pure functions, function memorization, etc.
- Led a team of 4 members, coordinating development across lexer, parser, and backend optimization phases

Operating System Implementation Based on C

Sep. 2023 – Jan.2024

- Implemented core OS components including virtual memory with 4-level paging, preemptive scheduler, multi-core management, concurrent memory allocator, copy-on-write, and a user-friendly shell
- Built journaling file system with crash recovery, featuring block caching, asynchronous I/O, and SD card driver, and transaction support with atomic operations

WanderWise – AI Travel Planning Platform (Python, React)

May. 2025

Full-Stack Developer, Teamwork

- Developed a smart travel planning app with React/TypeScript and Google Maps for interactive visualization.
- Designed backend services using Fast API and MySQL to manage user data and integrated OpenAI API for personalized travel suggestions and Elasticsearch for intelligent fuzzy search.
- Led Docker-based deployment workflows using Docker Compose for both development and production.

HONORS

3rd Prize, National College Student Computer System Capability Competition - Compiler

Aug.2023