

Jason Li

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EDUCATION

Carnegie Mellon University

Expected May 2025

Master of Science in Electrical and Computer Engineering

Pittsburgh, PA

- Courses: Principles of Software Construction, Machine Learning, Deep Learning and Pattern Recognition, Building Reliable Distributed Systems, Foundations of Computer Systems, Data Structure

University of British Columbia

Sept. 2023 – Dec. 2023

Master of Engineering in Electrical and Computer Engineering

Vancouver, Canada

- Courses: Machine Learning Models, Relational Databases

National Taiwan University of Science and Technology

2022

Bachelor of Science in Electrical Engineering

Taipei, Taiwan

- Courses: Communication Systems, Data Networks, Digital System Design, Big Data and Programming, Signals and Systems, Applied Renewable Energy with MATLAB, Microcomputer

WORK EXPERIENCE

Apple

May 2024 - Aug. 2024

Software Engineering Intern

Montreal, Canada

- Committed infrastructure tools to production for the [Tap-to-Pay](#) team using Swift and Xcode. Resulted in a 40% boost in operational efficiency and enabling faster development cycles.
- Led the development of a production project, delivered the project 2 weeks ahead of schedule and showcased wireless technology innovations to a team of 60 engineers.
- Collaborated with 5 cross-functional teams to integrate new features and optimize security function.

Logitech

Feb. 2022 - July 2022

Electrical Engineering Intern

Hsinchu, Taiwan

- Engineered new firmware features for Logitech Gaming keyboards, integrated proximity sensor research to enable adaptive user interaction, resulting in a 15% improvement in responsiveness.
- Optimized power consumption of prototype keyboards by 20% by creating efficient power management algorithms in embedded software, utilizing low-power mode designs to minimize energy usage.

SKILLS

Software: Java, Python, Swift, C, C++, Objective-C, MATLAB, HTML, JavaScript, Assembly Code

Tools: Kubernetes, Docker, AWS, GCP, PyTorch, Node.js, React.js, SQL, Git, Linux, GitLab CI/CD

Competencies: Software Development, iOS Development, Machine learning, Large Language Model

PROJECTS

Conversational AI for Wireless Networks

Sept. 2024 - Present

Research Assistant - Laboratory for Emerging Wireless Technologies (CMU)

- Co-authored the paper "[Can we make FCC experts out of LLMs](#)", accepted for HotMobile 2025 (ACM International Workshop on Mobile Computing Systems and Applications).
- Invented WiLL, an LLM system featuring a novel hierarchical chunking strategy, boosting FCC regulation query accuracy to 78.57%, outperforming state-of-the-art models.
- Presenter for the paper at HotMobile 2025 in Palm Springs; view [presentation recording](#) for details.

WatchPoint (CMU Hackathon – 3rd Place Winner)

Nov. 2024

- Developed WatchPoint, a parental control app that monitors children's digital interactions for abusive or harmful content using advanced sentiment analysis and real-time alerts.
- Implemented customizable privacy settings to balance safety and respect for children's autonomy, empowering parents to create a safer online environment.
- Outperformed 50+ competing teams in CMU's Nova Hackathon, securing 3rd place.

Web Board Game: Santorini

June 2024

- Designed detailed domain models, object diagrams, and sequence diagrams to implement a low coupling, high cohesion, extensible, reusable, and readable game design.
- Automated deployment, continuous integration, and testing pipelines using Maven for dependency management, GitHub for version control, and Jacoco and JUnit to achieve 95% unit and integration test coverage, ensuring reliable and maintainable code.