

DAYI LIN

PH.D. STUDENT IN COMPUTER SCIENCE

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TECHNICAL SKILLS

- Research background in **Mining Software Repository**, which applies **Machine Learning** techniques on Software Engineering problems (e.g., **Defect Prediction**)
- **Computational Data Analysis, Data Mining, Predictive and Explanatory Modelling**
- Experience with processing large datasets using **Python, R, Hadoop** and **Spark**
- Experience with back-end web development in **Java** and **PHP**; basic front-end skills and data visualization using **D3.js**; experience with **C/C++** and ***nix** environment

INDUSTRIAL EXPERIENCE

Data Researcher Student at BlackBerry and Ford Motor Jan. 2017 – Apr. 2017
#Python #R #C++ #Data Visualization #Data Mining #Algorithm Design

Co-op in the Location and Telemetry Technologies team at Blackberry, and the Data Analytics team at Ford Motor, as a Data Researcher student. Focused on analyzing **time-series user behavior data** from QNX-based SYNC infotainment system in Ford vehicles.

- Automated the generation of heatmaps to visualize how users interact with modules
- Instrumented a large-scale legacy system to collect necessary data for analysis
- Designed algorithms to identify wrongly-recognized voice commands
- Designed algorithms to identify user behavior mistakes

Intermediate R&D Engineer at Tmall, Alibaba Group Jul. 2014 – Sept. 2014
#Java #HTML/CSS/JS #Web Development #Operation Coordination

Co-op in the Membership & Service team, Tmall Techonology Department, as an Intermediate Research & Development Engineer. Tmall is a subsidiary of Alibaba Group and served as the largest Business to Consumer website in China.

- Worked on the back-end development of the membership module of Tmall
- Developed the back-end of Tmall Member Entertainment System
- Coordinated with operation staff to integrate the system into several live TV shows including the Voice of China

ACADEMIC EXPERIENCE

Research Assistant at Software Analysis and Intelligence Lab Sept. 2015 – Present
#Python #R #Data Scraping #Computational Data Analysis #Statistical Methods

Mining data from online game stores (e.g., Steam Platform), to better understand Software Engineering aspects of PC games, such as urgent updates, early access model, user reviews, and user mods. The goal is to provide practical suggestions to game developers, to help them produce higher quality games and improve user satisfaction. Research has been covered by medias including **Kotaku**, **PC Gamers**, and **Gamasutra**.

**SELECTED
PUBLICATIONS
AND TALKS**
(FULL LIST AVAILABLE
ON MY WEBSITE)

Journal Publications (2017 Impact factors in brackets)

- **Lin D**, Bezemer CP, Zou Y, Hassan AE, "An empirical study of game reviews on the Steam platform", *Empirical Software Engineering** (3.275), Accepted May. 2018.
- **Lin D**, Bezemer CP, Hassan AE, "An empirical study of early access games on the Steam platform", *Empirical Software Engineering** (3.275), Accepted Jun. 2017.
- **Lin D**, Bezemer CP, Hassan AE, "Studying the urgent updates of popular games on the Steam platform", *Empirical Software Engineering** (3.275), Accepted Oct. 2016.

* *Empirical Software Engineering* has the highest impact factor among Software Engineering journals according to InCites.

Journal First Presentations

- "An empirical study of early access games on the Steam platform", *40th International Conference on Software Engineering (ICSE 2018)*, Gothenburg, Sweden, May. 2018.
- "Studying the urgent updates of popular games on the Steam platform", *33rd International Conference on Software Maintenance and Evolution (ICSME 2017)*, Shanghai, China, Sept. 2017.

Guest Lectures

- "Research on games: studying the Steam platform", *CISC 880: Mining Software Repositories*, Queen's University, Oct. 2016. (10 – 15 attendees)
- "Research on games: studying the Steam platform", *CISC 326: Game Architecture*, Queen's University, Sept. 2016. (100 – 110 attendees)

EDUCATION

Ph.D., Queen's University (GPA 4.2 / 4.3)

2015 – Present

Directly Promoted to Ph.D. program in Computing in 2016, without completing the M.Sc. degree. Conducting research at the Software Analysis and Intelligence Lab, under the supervision of Prof. Ahmed E. Hassan.

Natural Language Processing, Hochschule Darmstadt

2014

Attended a jointly-taught graduate-level course **Natural Language Processing** in my junior year of undergraduate study. Obtained the highest score among Chinese students, and was invited to Germany to present my project.

B.Eng., Xi'an University of Posts and Telecommunications (XUPT)

2011 – 2015

B.Eng. in Computer Science and Technology, National Excellent Engineer Education and Training Program. Top 2% in the class. VP of Technical Department in the Student Union of XUPT, awarded Outstanding Student Leader.

**SELECTED
AWARDS**

- Feb. 2018 Winner and Avande Sponsored Prize, QHacks 2018
- Sept. 2017 Queen's Graduate Award, Queen's University
- Sept. 2016 Winner, Limestone City Hacks 2016
- Jun. 2015 Outstanding Graduates, XUPT