DAYI LIN PH.D. IN COMPUTER SCIENCE

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SUMMARY > Experienced in mining large-scale heterogeneous data to **uncover patterns**, **insights and trends** across software, gaming, and automotive industries

- Proven effectiveness in both industry and academia (17k+ reads on ResearchGate), collaborating internationally, publishing in top-tier journals, receiving prestigious media coverage including Kotaku, PC Gamers, Gamasutra, and national newspapers
- Passionate and personally driven to keep up with new data science techniques and best practices

WORKData Researcher at BlackBerry and Ford MotorJan. 2017 – Apr. 2017EXPERIENCE#Spark #Kafka #Algorithm Design #Data Mining #Data Visualization

- Designed Markov Chain-based algorithms, in combination with binary classification techniques (Random Forest) to identify orphaned or wrongly-recognized voice commands, and mistakes in user behaviors (e.g., misclicks)
- Focused on analyzing time-series user behavioral data from infotainment system in Ford vehicles to provide feedback to design and development teams, and in turn improve the user perceived quality of the system
- Instrumented the source code of a legacy large-scale distributed system and used log mining techniques to collect and stream necessary data for online analysis

Research Assistant at **Software Analysis and Intelligence Lab**Sept. 2015 – Jan. 2019#Data Scraping#Computational Data Analysis#Statistical Modelling

- Uncovered patterns in the game stores data using Natural Language Processing and statistical modelling to provide practical suggestions to game developers, thereby helping them produce higher quality games and improve user satisfaction
- Built an intelligent tool to automatically identify game bugs from gameplay videos, with a median average precision at 10 of 0.91
- Additionally, improved the interpretation and goodness-of-fit by 100% for the justin-time cross-project defect models using context-aware mixed-effect modelling

Intermediate R&D Engineer at Alibaba Group

#Back-end Web Development #Operation Coordination

- Developed the back-end and administrative dashboard of Member Entertainment \geq System, and the back-end of the membership module of Tmall, which supports multi-million pageviews per day
- Coordinated with operation staff to integrate the Member Entertainment System \geq into several live TV shows including the Voice of China

Journal Publications (Impact factors in brackets)

SELECTED

PUBLICATIONS

(FULL LIST AVAILABLE

ON MY WEBSITE)

- \triangleright 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 \geq Steam platform", *Empirical Software Engineering**(3.275), Accepted Jun. 2017.
- \geq 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.

EDUCATION Ph.D., Queen's University (GPA 4.2 / 4.3) Sept. 2015 – Jan. 2019 #Ultra-Large Scale Software Systems (ULSS) specialization #Supervisor: Prof. Ahmed E. Hassan

Directly Promoted to Ph.D. program in Computing from M.Sc. program in 2016, because of my outstanding academic performance. Gave multiple guest lectures about gaming data mining in the context of game architecture and Mining Software Repositories.

TECHNICAL SKILLS	>	Domains:	Data Mining Machine Learning Software Engineering
			Game Engineering Defect Prediction
		Skills:	Supervised & Unsupervised Learning Computational Data Analysis
			Predictive & Explanatory Modelling Natural Language Processing
			Data Engineering Data Visualization
	۶	Languages:	Python R Java C/C++ PHP SQL
	\triangleright	Tools:	Kafka Spark GraphX D3.js *nix Git/SVN
SELECTED	\succ	Feb. 2018	Winner and Avanade Sponsored Prize, QHacks 2018
AWARDS	≻	Sept. 2017	Queen's Graduate Award, Queen's University
	\triangleright	Sept. 2016	Winner, Limestone City Hacks 2016
	\triangleright	Jun. 2015	Outstanding Graduates, XUPT