Aiyi LI
Curriculum Vitae

Master Student
Bioinformatic Engineering
Graduate School of Information Science and Technology
Osaka University, Japan

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Personal

Born in June, 1999.

Hometown: Shenyang, China.

Areas of Expertise

Software Design & Development, Algorithm.

Research Direction

Bio-inspired Algorithm, Multi-Agent System.

Education

M.S. Bioinformatic Engineering, Osaka University, 2023 (Expected).

B.S. Software Engineering, Hefei University of Technology, 2020.

H.S. Shenyang No.31 Senior High School, 2016.

Employment

Research Assistant, Department of Economics, Simon Fraser University, June 2021-.

Part-time Programming Teacher, Cram School, 2020-.

Intern Android Software Engineer, Shenzhen Danale Technology Co., Ltd, Summer 2019.

Skills

Language: English (Business), Japanese (Primary Business), Chinese (Native).

Experience Handling Both Research and Development.

Well-performed Presentation Ability, Good Reading Ability.

Programming Language: Java, Python, SQL, Javascript, Go.

Tools: Git, VSCode, Linux, Docker, Latex.

Experience: Leetcode Medium Level.

At Present: Learning Machine Learning Knowledges and Implementation.

Publications

Bachelor Thesis

Design and Development of Face Recognition System in Prison Based on OpenCV, 2020.

Honors and Awards

The Prize of Advancement in HFUT, 2017-2018.

Chines Teacher Qualification Certification for Senior School English Subject, 2020.

Project Experience

Data Analysis from Google Trends and Other Envrionment Websites by Python (RA), June 2021-.

Shepherding for agents by multiple shepherds under the distributed system (Research), 2021-.

Excel Allocation System for Local Company by Python, Spring 2020.

Face Recognition System based on OpenCV (Research), Winter 2019 - Spring 2020.

Maintenance of Android Application for Web Camera by Java and Kotlin (Intern), Autumn 2019.

Music Player Android Application by Kotlin, Summer 2019.

UI Automation Test Platform with Selenium, Spring 2019.

Wechat Mini Program for Demo Community based on weUI and Spring Boot, Winter 2018.

Tourist City Recommendation Website based on Spring Framework, Summer 2018.

Database Designment for SQL Server, Spring 2018.

Student Management System by C++, Spring 2017.

Work from Interests

Personal Webiste Rebuilding based on Jekyll, Spring 2021.

Wechat Auto Chat Robot by Python, Spring 2019.

Photos Exif Information Reader by Javascript, Spring 2019.

Text Handwriting Generator by Python, Winter 2018.

A* Algorithm based Maze Runner by Javascript, Spring 2018.

Vehicle Plate Recogintion with OCR by C++, Spring 2017.

Ingress Game Redeem Interface by Javascript, Summer 2016.

Extracurriculars

Participant in Suita International Friendship Association, 2021.04-.

Ex-Band Member in the campus 2016-2020