BEIBIN LI

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EXPERIENCE

Yale University School of Medicine August. 2015 - Now

Research Fellow at Child Study Center

· Design Eye Tracking systems by using Presentation, SR EyeLink, Eye Tribe, Arduino, etc.

· Use Matlab, Python, and R to analyze data; Implement Virtual Reality project

· Communicate with five sites to coordinate eye tracking experiemnt

University of Michigan Engineering School IA 2014 - 2015

EECS 376 Instructional Aide (IA) and Grader

· Taught Discussion sections on Finite Automata, Context Free Language, Turing Machine, NP problems, etc.

· Held office hours, and answer questions in online forum. More than 10 students come to my office every hour

· Designed section notes, homework and exams, and grade exams for more than 300 students

Transportation Research Institution, UM May 2014 – April 2015

Research and Teaching Assistant

· Collected transportation experiment data and use JMP and R to analyze

· Designed visual roads for the driving recognition system using ISAT, so that experiment can be conducted

· Taught students using software: Jack, Morae, Cogtool, and IMPRINT to practice human factor analysis

The Mathematical Contest in Modeling (MCM) Feb. 2014

Honorable Mention -"Best College Sports Coaches"

· Applied AHP (Analytic hierarchy process) to analyze the college sports data

· Implement linear regression to compute the distribution variances of data using R

· Coordinated with other group members

China Entrepreneurship Network, UM 2013 - 2014

Core Member in Marketing team

· Organized series of activities, such as China Business Challenge Competition and featured China Business Seminar, expanding brand influence of association

PAPERS & ABSTRACTS

Modified DBSCAN Algorithm on Oculomotor Fixation Identification March. 2016

Beibin Li, Quan Wang, Erin Barney, Logan Hart, Carla Wall, Katarzyna Chawarska, Irati Saez de Urabain, Timothy J. Smith, and Frederick Shic

Eye Tracking Research and Applications 2016

Optimality of the Distance Dispersion Fixation Identification Algorithm March. 2016

Beibin Li, Quan Wang, Laura Boccanfuso, and Frederick Shic

Eye Tracking Research and Applications 2016

Thermographic Eye Tracking March. 2016

Quan Wang, Laura Boccanfuso, Beibin Li, Amy Yeo-jin Ahn, Claire E. Foster, Margaret P. Orr, Brian Scassellati, Frederick Shic

Eye Tracking Research and Applications 2016

TALKS

Background Music and Sound Effects in Human-Robot Interaction Oct. 2015

Beibin Li, Laura Boccanfuso, Stephanie Valencia, and Frederick Shic

Northeast Robotics Colloquium 2015

EDUCATION

University of Michigan, Ann Arbor, MI

Bachelor of Science in Mathematics and Computer Science May. 2015

· Overall GPA: 3.68/4.00 **|** University Honors

Course Highlights: Adv.Object-Oriented Programming, Introduction to Algorithms, Computer Organization, Theory of Computation, Introduction to Database, Introduction to Computer Security.

AWARDS

The Mathematical Contest in Modeling (MCM) Honorable Mention 2014
University Honor (University of Michigan) 2013, and 2014
Presidential Scholarship (Rhodes College) 2010

PROJECTS

Meeting Manager (C++) Sept.– Oct. 2014
· Designed a meeting management command line software by using classes for abstraction and encapsulation
· Implemented linked-list, array, and string that behaved like build-in types; used strong exception guarantees
· Managed dynamically allocated memory with copy and move construction and assignment

Medieval World Game(C++) Oct. - Dec. 2014
· Developed a command line game that allows the player to create different characters and buildings
· Applied C++ idioms and design patterns (MVC, Composite, factory, etc.) so new features can be added easily

Stock Exchange (C++) Mar. 2014
· Designed an electronic exchange simulator by using priority queue to store buyers' and sellers' bids,
· Stored each stock's information using Hash-Table

Course Scheduler (C++) Feb. 2015
· Completed back-end website design for students to schedule courses in the following year
· Designed and implement algorithm in PHP, and import 10,000 courses into SQL database
Coordinated with front-end developers

StagePlay (Swift) May. 2015
· An iOS Application for drama players to practice their lines and to collaborate with their partners
· Main Feature: line-by-line display, performance recording, script editing, etc. Compatible with iPhone and iPad

SKILLS

Languages: English (Fluent), Mandarin (Fluent), Cantonese (Conversational)
C++ (Fluent), Python, Matlab, R, Swift, SQL
Platforms: Windows 10, Mac OS, Linux
Software: Office, Xcode, Vim, Visual Studio, Eclipse, R, JMP, Matlab, Mathematica, SPSS