

# Yifei Liu



Politechnika Gdańska Student



Male



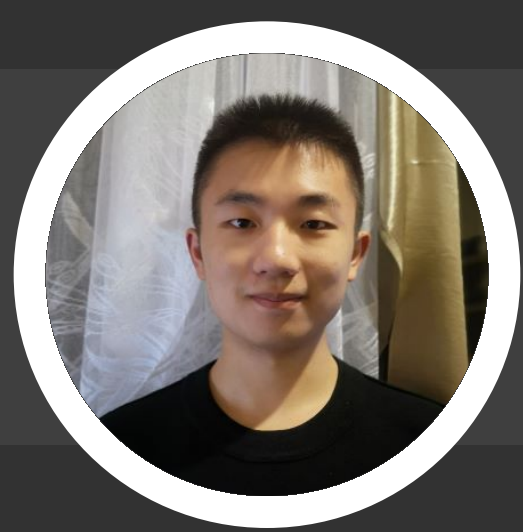
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15/10/1997



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## LINKS



<https://duguyifei.github.io>



<https://github.com/DuGuYifei>

## SKILLS



Chinese English



C++, C#, C



html, css, javascript



Python, R



Unity, Figma



MSSQL

## HONORS & AWARDS

2021:

Rector's scholarship of  
Politechnika Gdańska

## INTERESTS

Unity, Taekwondo, Latin Dance

## EDUCATION

### ● Politechnika Gdańska - WETI

Data Engineering  
-- GPA = 4.733/5

October 2020 - today

### ● Shanghai Lixin University of Accounting and Finance

Management Bachelor  
-- GPA = 3.33/4

Sep 2015 - July 2019

## PROJECTS [\(See More\)](#)

### ● Self Wallpaper Engine application

● C++

● C#

Create Wallpaper Engine which support html file, website, picture, video, exe and allow user interact with wallpaper. Support multi-screens, two languages (English and Chinese).

Inside project, there is Webkit Chrome I created by C# in the other project.

**Code:** <https://github.com/DuGuYifei/WallPaperEngine>

**Display:** <https://www.bilibili.com/video/BV1gR4y157pz/>

### ● RailwayStation\_DataWarehouse

● Python

● TSQL

A data warehouse demo for occupancy rate and remain ticket of Railway station. Process: specify requirement, generate data by python, build source database, datawarehouse design and implementation, ELT process, MDX queries, optimization, BI dashboard.

**Code:** [https://github.com/DuGuYifei/RailwayStation\\_DataWarehouse](https://github.com/DuGuYifei/RailwayStation_DataWarehouse)

### ● Shell\_renameMP3\_ID3TAG

● shell

Using Linux shell to rename mp3 file in batch by read and write binary file without using library for mp3.

**Code:** [https://github.com/DuGuYifei/renameMP3\\_ID3TAG](https://github.com/DuGuYifei/renameMP3_ID3TAG)

### ● Pet Register service

● Vue.js

● SpringBoot

Use Springboot build back-end and Vue.js build front-end send request of API to service.

**Code:** [https://github.com/DuGuYifei/SpringBoot\\_AnimalPet](https://github.com/DuGuYifei/SpringBoot_AnimalPet)

### ● Yolov5\_FPS\_AIcheatPrinciple

● Python

Use Yolov5 to realize principle of AI cheating for FPS game.

**Code:** [https://github.com/DuGuYifei/Yolov5\\_FPS\\_AIcheatPrinciple](https://github.com/DuGuYifei/Yolov5_FPS_AIcheatPrinciple)

**Display:** <https://www.bilibili.com/video/BV1xY4y1M75D/>

### ● DJI Robomaster\_WindWheelTargetDetect

● C++

After watching DJI Robomaster match 2022, I realize this function which can detect the shoot target that changes in rotating wind wheel.

**Code:** [https://github.com/DuGuYifei/Robomaster\\_WindWheelTargetDetect](https://github.com/DuGuYifei/Robomaster_WindWheelTargetDetect)

**Display:** <https://www.bilibili.com/video/BV1tW4y1y7Zy/>