

Meng Fong Lio

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EXPERIENCE

Pachira Nov 2023 - Present

Research Intern

- Participated in the research and investigation of AI big model based hybrid interaction system, involving the integration of traditional NLP module and AI big model module. The main focus is on how these techniques can improve the system's responsiveness and comprehension accuracy, while ensuring the coherence of the user's contextual information during the interaction.

- Focuses on applying function invocation techniques to in-vehicle HCI tasks. This includes understanding how complex user commands can be processed through AI models and translated into calls to external service interfaces for real-time and accurate feedback.

Tencent

Jun 2023 - Aug 2023

Software Engineer Intern

Shenzhen, China

- Frontend Developer Intern at CSIG (Cloud & Smart Industries Group)

- Spearheaded frontend development initiatives for B2B products, focusing on enhancing user experience and interface functionality.

- In AI Assistance Product Center team, integrating AI-driven features to deliver intelligent business solutions.

- Delivered on multiple key projects, ensuring frontend solutions were scalable, robust, and aligned with business requirements.

University of Wisconsin-Madison Dept. Computer Science

Jan 2023 - May 2023

Undergraduate Research Assistant

Wisconsin, United States

Advised by, Professor Yingyu Liang

- Deep learning / Graph Neural Networks / Representation Learning

- Pre-trained representations learning

Pachira

Oct 2022 - May 2023

NLP Developer

- Dialogue management: dialogue strategy, dialogue state tracking.

- Under team that do and research about dialogue state tracking for Toyota Japan.

• Provide end users with "cloud + core + terminal" integrated automotive intelligent interactive services.

• Track information exchanged between the system and the user, such as the user's goals, preferences, and constraints, and the context of the conversation.

University of Wisconsin-Madison Dept. Material Science

Sep 2022 - Dec 2022

Undergraduate Research Assistant

Wisconsin, United States

Advised by, Professor Dane Morgan --Informatics Skunkworks Group Fall 2022

- Cloud Based Prediction Tools for Materials Properties, Machine Learning in chemistry and material science

Vodatel - MegaDataTech

Jul 2022 - Aug 2022

Software Engineering Intern

Macao, Macao S.A.R

- Web support and develop, Cyber Security

Carnegie Mellon University Dept. Computer Science

Jul 2020 - Oct 2020

Undergraduate Student Researcher

Advised by, - Algorithms for Big Data - David Woodruff (Instructor)

1) Studied in basic algorithm dynamic programming, hash, data structure, and double algorithm design (the models and its optimization).

Advised by, - Computer Networks & Telecommunication - Bill Nace (Instructor)

1) Exploring HTTP, TCP, IP, WiFi deeply to build skills for exploring Internet Protocol

Version 6 and 5G cellular networks.

PUBLICATION

Internet Protocol Version 6 Migration

Jan 2021

• Published in International Core Journal of Engineering (Volume 7 Issue 9, 2021).

• The possibility of switching to IPV6.

• Instructor – Professor Bill Nace.

PROJECT

Online chat-app

Dec 2021 - Jan 2022

Creator

• Allow users to go into a specific room and communicate online anytime.

• Using JavaScript, NodeJS, React, HTML, and CSS to build.

Weather application

Nov 2021 - Dec 2021

Creator

• Using third-party data to provide to users about the weather based on their search.

• Using JavaScript, Handlebars, CSS

EDUCATION

University of Wisconsin-Madison

Sep 2021 - Jun 2025

Bachelor

Wisconsin, United States

Majoring in: Computer Science and Data Science

Certificate in: Game Design

Cleveland High School (Seattle)

Sep 2017 - Jun 2021

4 Year High School

Washington, United States

• GPA 3.909/4.0

• Class of 2021 ELITE EAGLES TOP 10

SKILLS, CERTIFICATIONS & OTHERS

• **Skills:** Java, HTML, CSS, JavaScript, (React, Node.js), R, Docker, Flutter, NVM Express, Vetur, Redis, Nginx, MongoDB, Spring Boot, Spring Framework, TypeScript, MySQL, SQL, Python, TypeScript (React)

• **Languages:** English, Cantonese, Mandarin