

Fengxiang Li (Objective: Full-time Applied Machine Learning Scientist in 2018)

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EDUCATION

Northeastern University in Seattle 09/2016 – 05/2018 (expected) Seattle, USA
Master Degree in Computer Science GPA:3.8/4.00 RANK: 10/24
Related Courses: Machine Learning(96), Data Mining Technique(95), Advanced Algorithms, Artificial Intelligence, Web Design, Management Software Development

Peking University 09/2012 – 07/2016 Peking, China
Bachelor Degree in Geographical Information System, Peking University GPA:3.5/4.00 RANK: 10/24
Minor Degree in Computer Science, Peking University GPA:3.6/4.00 RANK: 12/48
Related Courses: Introduction to Computation, Operating System Principle, C++ Programming Language, Database System Algorithm and Data Structures and Computer Operation, Introduction to Computer Graphics, JAVA Programming, Software Engineering, WebGIS Network, Parallel Programming and Distributed Computing

EXPERIENCE

University of Illinois at Chicago. Machine Learning Research Intern 07/2015-09/2015 Chicago, USA

- Utilized 2013 whole years Traffic and tweet data in Chicago to establish Coupled Hidden Markov model to estimate the traffic condition using python
- Simplified spatial calculation using R-Tree to reduce the searching and deleting complexity
- Finished paper "Enhancing Traffic Congestion Estimation with Social Media by Coupled Hidden Markov Model." and published in book "Machine Learning and Knowledge Discovery in Databases"

Northeastern University, Data Mining Course Project 01/2017 - 05/2017 Seattle, USA

- Preprocessed data including dealing with missing data, data cleaning and SMOTE oversampling using python
- Transformed the Yelp user review text to the tf-idf, bag of word model.
- Built different models to predict star ratings of Yelp users' reviews including SVM, Multinomial Naïve Bayes, Random Forest, Logistic Regression and Bernoulli Naive Bayes.
- Compared models based on uniform metrics: k-fold validation, Confusion Matrix, f1-score, ROC Curve

SOHU Inc. Online Education App for children -- iOS Developer Intern 11/2015 -04/2016 Peking, China

- Implemented iPhone App function like user login, profile setting, textbook downloading, recording video in both teacher and student version based on Objective-C Language and Cocoa framework
- Provided different layouts to support different screen sizes in different mobile device including iPad, iPhone
- Collaborated with Product Manager, Operations and iOS server developer to update our app

Peking University. Library Management System -- Database Course Project 05/2016-07/2016 Peking, China

- Set up a Library Management System for both users and administrators with SpringMVC Framework, Bootstrap, JQuery and MySQL Database, Apache Server
- Implemented the java application using Object Oriented Design with Singleton Pattern, debugged and tested the application using JUnit4
- Built the front-end pages using JSP and beautified the web with animation using Javascript and CSS
- Offered basic network security function to prevent SQL Injection preventing illegally logging in and visiting sources using Spring Frameworks Interceptor function

Peking University. Othello Game:(with AI) – java course project 05/2015 - 07/2015 Peking, China

- Implemented a multiplayer computer game with delicate user interface and music using the Swing graphical user interface widget toolkit and the Abstract Window Toolkit
- Use a game tree to search and determine the AI's action with Maximin Algorithms
- Use an evaluation function that combines two paradigms: Disk-square tables and Mobility-based

TECHNICAL KNOWLEDGE

Programming: Java • Python • C • C++ • Objective-C • Swift

Web Development: Bootstrap • SpringMVC • JQuery • IIS • JavaScript

Operating Systems: Mac OS X • Ubuntu Linux • Windows 7 • iOS • Android

Database: Mysql • SQL Server • Mongo DB

Software IDE: Xcode • IntelliJ Idea • Visual Studio