Runcheng (Frank) Li

(No Sponsorship Needed)

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Available from January 2024

EDUCATION

Northeastern University – Khoury College of Computer Sciences Boston, Massachusetts
Master Of Science in Computer Science *Sep. 2022 – Dec.2024*
Relevant Coursework: Algorithms, Web-development, Object-Oriented Design, Human-Computer Interaction

University of Rhode Island – College of Engineering Kingston, Rhode Island
Bachelor of Engineer in Mechanical Engineering *Sep. 2018 – May 2022*

TECHNICAL SKILLS

Languages: JavaScript, Typescript, Java, Python, C, C++, HTML, CSS, SQL, MATLAB
Frontend: React, Vue, Angular
Backend: RESTful API, Node.js, MongoDB
Mechanical Engineer tool: SolidWorks, Simulink, Abaqus, Msc Nastran, 3D Printing
Media Production: Commercial Video Production & Photography, Davinci Resolve, Adobe Photoshop, Lightroom, Figma

PROFESSIONAL EXPERIENCE

Photographer & Video Editor *May.2022 – Current*
Freelance - Self Employed

- Utilized Figma for diverse graphic design projects, including developing brand iconography, and designing frameworks for websites and mobile applications, contributing to enhanced digital presence and customer engagement.
- Leveraged Adobe Lightroom and Photoshop to deliver high-quality photo editing services, tailoring visuals to meet diverse client specifications for product promotions.
- Executed comprehensive video production tasks using DaVinci Resolve, encompassing editing, color grading, and fusion, to produce content that precisely meets client expectations and enhances product appeal.

Mechanical Engineer Intern *Sep.2021 – May.2022*
Hexagon Manufacturing Intelligence (RI) - Design engineer

- Designed a semi hydraulic lifting table system with portability, resulting in a **200% enhancement** in the efficiency of auto-loading for Coordinate Measuring Machines (CMM). Added ergonomic features to the system enhancing the user experience.
- Utilized **SOLIDWORKS** Simulation and applied **CNC** expertise from machine shop operations to complete the assembly design of the lifting system. Conducted evaluations and furnished data to establish maximum operation guidance of the product.

Mechanical Engineer Intern *Oct.2021 – Jan.2022*
Global Bedding Solution lnc (MA) - Manufacturer engineer

- Applied basic **C++** programming to create a simple controller program that sets various machine operations of coil temperature to increase the consistency of spring coil dimensions.
- Managed and operated machinery for mattress products, including coiling, fabric wrapping, and compression process. Played a key role in operation instruction to faculties, product inspection, optimizing quick and safe delivery of bedding products.

PROJECTS

*Collab – NEU Project Search Website (Full-Stack***)**

- Crafted a user-friendly interface using **Figma, React,** and **JavaScript.**
- Developed a robust backend utilizing **MongoDB** and designed a backend-for-frontend layer for External **API** content discovery.
- Implemented CRUD operations and distinct permission for different users' categories. Enable user-specific database interaction such as project collection and profile edit.

Photo – Shape Model coordinator

- Developed a Java-based photo album animator with a customizable GUI using **Model-View-Controller** (MVC) architecture.
- Integrated various data visualizations, featuring interactive **Java Swing** for user-friendly interaction for various picture input.

RESEARCH EXPERIENCE

Microfluidics and Microsystem Laboratory research (URI) *Apr.2021 – Jun.2021*

- Research and investigate 3D print clear resin acoustic lab-on-a-chip device, compare with traditional polymethyl siloxane microfluidics device.
- SolidWorks 3D designing for an acoustic pulsatile micropump device. Conduct simulation of a pulsatile blood vessel environment by controlling voltage of transducer.