Mingyang(Jerry) Li

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EDUCATION

Davidson College, Davidson, NC

Degree: Bachelor of Science in Computer Science, Bachelor of Science in Mathematic

Major GPA: 4.0 / 4.0 Relevant Coursework: Algorithm, Computer Organization, Data Structures, Data Science I, Game Development, Abstract Algebra,

Calculus, Number Theory, Discrete Structure, Differential Equations, Linear Algebra

Work Experience

Facility for Rare Isotope Beams (FRIB), Davidson, NC

May 2022 – Aug 2022

Graduation date: Dec 2024

Machine Learning Researcher

- Conducted machine learning research in the area of computational nuclear physics as a part of the <u>Davidson Algorithms for</u> Learning in Physics Applications (ALPhA) research group in partnership with the Facility for Rare Isotope Beams (FRIB)
- Cleaned and analyzed raw data from NSCL's Active-target time projection chamber using Python Packages (Matplotlib, Numpy, Pandas)
- Built a PointNet++ deep learning network with TensorFlow to classify alpha-proton events from a multitude of nuclear reactions and trained noise rejection model for the AT-TPC simulated and experimental data. Achieved a 90% improvement of the model's f-1 score from the model the team built in summer 2021
- Visualized track predictions of AT-TPC experimental data in 3D graphs using Matplotlib
- Working on paper publication, abstract can be found here: Abstract Advanced Skills: Python, Machine Learning (Deep Learning), Data Cleaning, Data Visualization, Tensorflow, Jupyter Notebook

Tecoford Guangzhou, Remote

Aug 2022 - Present

Engineer Intern

- Built random forest machine learning models in python to analyze and control the column of steam in the cut-tobacco dryer
- Built multivariable differential equation models to predict the volume, temperature, and humidity of the tobacco in the real tobacco manufacturing line, improving the efficiency.
- Used AVEVA APC (Advance Process Control) system to automatically control the tobacco production rate. Advanced Skills: Java, Machine Learning, Python, Mathematical Modeling, Problem Solving, Industrial Automation

Competitive Coding at Davidson (C-CAD), Davidson, NC

Jan 2022 – Present

Co-Lead of Professional Development

- Participated in hackathons, and won the best use of the AuthO API award in VTHack IX
- Organized and participated in computer science workshops about frontend development, internships and interview practices Advanced Skills: Frontend Development, Algorithms, React.js, HTML, CSS, Javascript

PROJECTS

Rate My Professor Chrome Extension (Skills: Javascript, HTML, API) - GitHub

- Created Chrome extension that efficiently shows professor rating and comments while searching for classes.
- Fetched professor data from Rate My Professor by making graphql queries to its API and appended the results to extension's popup window.

Turn-based Government Simulator Game Using Unity Engine (Skills: C#, Unity, UI/UX design) - GitHub

- Bee the Change is a turn-based government simulator game in which you are a bee politician trying to be reelected during the environmental collapse of the world
- Designed and developed the core mechanism and turn-based system of the game using C# and Unity Engine
- Used Unity Engine to create the UI/UX design of the game and effectively incorporate the art elements

Social Banking Website Using React.js | Hackathon (Skills: React.js, HTML, CSS, Javascript) - GitHub

- Built the profile page with React.is, allowing users to create mock saving accounts and see their spending curves
- Effectively implemented Capital One APIs which include virtual users' information like monthly balance and current savings
- Created UI design including graphs, fonts, and palettes with UI tools like React Material-UI library and Coolors

TECH SKILLS

Programming Language: Java, Python, C, C#, R, HTML, CSS, JavaScript

Tensorflow, Scikit-learn, Matplotlib, Numpy, Pandas, React.js, Graphql, LaTeX Tools and Framework:

Software and System: Unity, Jupyter Notebook, Chrome, Linux