Ke Li

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Personal Website

Education

INSEAD France
Ph.D. in Management (Decision Sciences) 09/2023 - Present
Advisors: Spyros Zoumpoulis, and Georgina Hall
Collaborators: Spyros Zoumpoulis (INSEAD), Georgina Hall (INSEAD), Eric Luis Uhlmann (INSEAD), Phanish Puranam (INSEAD), Sandeep Chandukala (SMU), Ernst Osinga (SMU)

The Chinese University of Hong Kong, Shenzhen China
B.Eng (Honors), Computer Science and Engineering 09/2018 - 06/2022

Work in Progress

- A Human-AI Collaborative Framework for Theory Building in Management Research - with Eric Luis Uhlmann, Phanish Puranam, and Spyros Zoumpoulis.
- Optimal Number of Segments in Marketing Segmentation - with Spyros Zoumpoulis, Georgina Hall, Sandeep Chandukala, and Ernst Osinga.

Publications & Preprints (Google Scholar)

1. Zhou, B., Li, K., Jiang, J., & Lu, Z. Learning from Visual Observation via Offline Pretrained State-to-Go Transformer. In *Advances in Neural Information Processing Systems* ***(NeurIPS)***, 2023.
2. Dong, J., Li, K., Li, S., & Wang, B. Combinatorial bandits under strategic manipulations. In *the Fifteenth ACM International Conference on Web Search and Data Mining* ***(WSDM)***, 2022.
3. Liu, Y., Li, K., Huang, Z., Li, B., Wang, G., & Cai, W. EduChain: a blockchain-based education data management system. In *Blockchain Technology and Application: Third CCF China Blockchain Conference*, 2021.

Selected Awards

Microsoft Research Asia, Stars of Tomorrow - Award of Excellent Intern of Year 2022 2022
Google Research, ExploreCSR Computing Research Award [link] 2021

Contributions to Open-Sourced Code

- During my internship at **Microsoft Research Asia**, I participated in the development of Microsoft's AutoML toolkit NNI (Neural Network Intelligence, over 14,000 stars in GitHub), aiding in the enhancement of features such as model compression for transformer.

- During my internship at **SenseTime** (OpenDI Lab), I made contributions to Decision AI Engine (DI-engine, over 3,000 stars in GitHub), writing over 1600 lines of code. This project is an intelligence decision engine that supports a variety of deep reinforcement learning algorithms.

Professional Experiences

Beijing Academy of Artificial Intelligence Beijing
Reinforcement Learning Engineer 12/2022 - 07/2023
- Developed intelligent agents learning from observations in video games, such as MineCraft, via deep reinforcement learning
- Contributed to the experimentation part of an RL-friendly vision language model for video games

Inspir.ai Beijing
Reinforcement Learning Engineer 06/2022 - 12/2022
- Designed and developed intelligent agents in FPS games, via deep reinforcement learning

Internship Experiences

Microsoft Research Asia Beijing
Research Intern 01/2022 - 06/2022
- Model compression algorithms on Transformer/BERT

SenseTime (OpenDI Lab) Shenzhen
Reinforcement Learning Engineering Intern 08/2021 - 12/2021
- Contributed to the open-sourced github project Decision Intelligence Engine

ByteDance Technology Beijing
Machine Learning Algorithms Intern 12/2020 - 05/2021
- Utilized XGBoost model for video classification and released a model for video content checking.

Teaching Experiences

INSEAD - Teaching Assistant
Probability and Statistics, PhD Course P2, 2024.10 - 2024.12
FAIM - Foundations of AI for Managers, MBA Course P3, 2025.01 - 2025.02

The Chinese University of Hong Kong, Shenzhen
MAT1010 Calculus I - Undergraduate Teaching Assistant Fall Term 2019-2020

Patents

- Resume big data-based personnel appoint and removal auxiliary decision-making method and system. China Patent CN113673943A.