

Kuan Li

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Github: <https://github.com/KevinKevinLi>

Education

University of California Irvine(UCI) Graduate Student in Master of Computer Science	Sep. 2018 - Present
University of California Irvine(UCI) Undergraduate student in Information&Computer Science	Aug. 2017 - Jun. 2018 GPA:3.81/4.0
Dalian University of Technology (DUT) B.S. in Software Engineering	Sep. 2014 - Aug. 2017 GPA:3.2/4.0

Selected Project Experience

Neural Network Build Mar. 2018 - Jun. 2018

- Based on Java language, build my own Neural Network framework, which can train multi-layer feedforward networks.
- Implement functions like Sigmoid, Relu and Softmax activation functions, Mse, Cross Entropy and NegativeLogLikeliHood loss functions, Uniform and Xavier weight initialization functions and Stochastic Gradient Descent backtrack function. Users can customize their own networks by switching the functions they what to use.
- Github address: <https://github.com/KevinKevinLi/Machine-Learning/tree/master/MyNN/>

KDD Server Log Analysis Jan. 2018 - Mar. 2018

- Build and analysis Neural Networks based on KDD CUP 99 data set and Neuroph Studio platform.
- Prepossess the data sets and set up different experiments to find the most proper network parameters like learning rate, momentum and the number of hidden neurons. Train networks to predict different types of server attacks.
- Github address: <https://github.com/KevinKevinLi/Machine-Learning/blob/master/KDD/>

Movie Website Jan. 2018 - Mar. 2018

- Develop a movie website, which can support functions like search, browse and shopping.
- Be Responsible for part of the back end development like JDBC and Servlet using Java and JavaScript and part of front end development using bootstrap.
- Github address: https://github.com/KevinKevinLi/Movie_Website

Particle System Oct.2017 - Dec. 2017

- Implement models built by particles and animation which is switching to different models.
- Use OpenGL, three.js and tween.js to realize particles and animation.
- Github address:
<https://github.com/KevinKevinLi/Computer-Graphics/tree/master/ParticleSystem>

Professional Skills

Competence: Machine Learning, Website Development, Graphics, Operating System,

Languages: JAVA, C/C++, Linux, Mysql, JavaScript

Tools: IntelliJ IDEA, Visual Studio, Neuroph Studio, Deep Learning for Java(DL4J), Bootstrap, Tomcat, Git, Vizard, OpenGL, AWS, Google Cloud,