LI Suju

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EDUCATION BACKGROUND

09/2018-06/2022　**South China University of Technology (SCUT)**　**School of Software Engineering**
　　　　　　　　　B. Eng. in Software Engineering　　　　　　**GPA: 3.03/4.00**

ENGLISH PROFICIENCY & COMPUTER SKILLS

English: TOEFL IBT: 101; GRE: 318
Japanese: Japanese-Language Proficiency Test-N2
Computer: Proficient in Python, C++, JavaScript and TypeScript.

EMPLOYMENT

09/2022 -Present　**Synpulse China Co., Ltd. (Shenzhen)**　　　　　　　　*Software Engineer*
- Project: Advisory Dashboard
  - ✓ Aimed at providing dashboard and tools for banking and consulting practitioners to better manage clients relationship, risk control, KPI tracking, tasks scheduling and industrial news.
  - ✓ Mainly in charge of front-end development, design implementation, fulfilled requirements from business side and enriched company private library.

INTERNSHIP

11/2021-06/2022　**Data Intelligence Center, Official Channel Intelligence Dept., Guangzhou Xiaopeng Motors Technology Co., Ltd.**　　　　　　　*Front-End Web Development Engineer*
- Participated in developing the official global website.
- Used GitLab as the code management platform.
- Leveraged the customized component library in light of Ant Design to conduct page development.
- Applied Chrome DevTools, performed debugging, realized interface connection, and delivered the website to testers for function examination.
- The website (https://www.heyxpeng.com) was put into practical use on March 7, 2022.

RESEARCH

08/2021-09/2021　**GoSearch Web Project**　　　　　　　　　　　*Front-End Developer*
- Aimed to develop a front-end web page based on React to enable users to use multiple search engines and provide the music streaming service based on Netease Cloud API and two distinguished functions—Punchline and Today in History.
- Conducted front-end development in HTML, CSS, JavaScript and JSX.
- Adopted React as the front-end framework and used react-router-dom to map URL path to component, pubsub-js to realize the communication among React components, axios to send HTTP requests and acquire corresponding server content, and nanoid to generate the unique ID numbers for some DOM nodes.
- Launched the website by GitHub Pages and rented a domain name.
- GoSearch Address: www.lisuju.com/gosearch.github.io; GitHub Address: https://github.com/LI-SUJU/gosearch

05/2021-07/2021　**Course Design for *SCUT Practical Training of Cloud Computing and Big Data Development with Kingdom*: An E-Commerce Data Warehouse Platform**　　　　　*Member*
- Understood the principles of the big data platform framework or software, such as Hadoop, Hive, Flume and Kafka, as well as the environments in which this framework or software was built.
- Employed components mentioned above to establish the e-commerce data warehouse platform.
- Designed Superset tables, conducted second development of the Superset page, and displayed indicators on the ads layer via Superset.
- Acquired the practical training certificate awarded by Kingdom and 92 points for this course.

10/2020-11/2020　**Loyal Consumer Positioning Research Based on IJCAI-15 Store Information and User Behavior Data in the E-Commerce Context**　　　　　　*Data Analyst*
- Aimed to identify user features, store features and user-store features from large volumes of shopping behavior data acquired from 2017 Alibaba competition and predict scenarios of new users buying goods in the same store in future.
- Preprocessed data, including cleaning data, filling missing values, and removing outliers and irrelevant data, and conducted data transformation and data integration.
- Conducted feature engineering by collecting corresponding statistics and looking for some representative features of stores and users.
- Conducted data visualization of features and found characteristics and inspiration.

- Applied machine learning algorithms, created the model in view of features, performed testing, and verified the effectiveness of the idea.
- Wrote the report and won second prize in the South China division in The 4th "Changfeng Cup" National Contest in Big Data Analysis and Mining.

03/2020-10/2020 **Bugu Sport** *Front-End Developer*
- Aimed to develop a campus sports WeChat mini-program named Bugu Sport for students of primary schools, middle schools and colleges.
- Selected WeChat Developer Tools as the development platform, applied WeChat cloud development services (cloud database, cloud functions and cloud storage), and improved the performance of the program.
- Developed and tested one level 1 page, four level 2 pages and two level 3 pages, discussed project requirements with the leader, tracked bugs, hosted the UI verification result reporting meeting, and made the promotion video.
- Won the national second prize in 2020 WeChat Mini-Program Application Development Contest.
- Released the program in October 2020, attracted more than 1600 registered users nationwide, and made the program used in 29 universities and 102 sport courts so far.
- Project Address: https://www.bugusport.com/ ; GitHub Address: https://github.com/HeXavi8/Bugu-Sport

06/2020 **Lecture Information Crawler** *Full Stack Developer*
- Aimed to develop a web crawling program with which users could crawl college lecture information, search results by keywords and use search engines of external academic lecture websites.
- Carried out front-end web development, developed back-end services based on Flask, and adopted SQLite as database engine.

STUDENT WORK & SOCIAL PRACTICE
09/2020-06/2022 **Sino-Australian Class of 2018 Admission, School of Software Engineering, SCUT**

Mental Health Chair
- Assisted the university and school in carrying out mental health testing and investigation, introduced psychological counseling services offered by the university to classmates, and talked with classmates to provide them with mental health support.
- Awarded as "Excellent Student Manager".

09/2018-06/2022 **Youth Volunteer Guidance Center of SCUT** *Registered Volunteer*
- Worked as the volunteer judge for The 9th SCUT College Football League and functioned as a volunteer at metro stations for the China Import and Export Fair and The 6th "Internet +" Final.
- Provided voluntary services for 112h30min in total.

02/2019-02/2020 **Art Edition Dept., SCUT Student Press Corps** *Art Editor*
- Responsible for art edition work of all articles to produce good visuals and developed students' relevant skills.
- Took part in two official news reporting activities and acquired 30.5 k views for my articles.

EXCHANGE EXPERIENCE
07/2019 **Collaborative Articulation Program, The University of Western Australia (UWA)**
- Attended lectures delivered by professors in the computer science field and did robotics and dynamics experiments in the workshop with UWA students.
- Summarized what I had learned, made an oral report, and got the completion certificate.

PATENTS
04/2021	**Recorder Software (2021SR0585418)**	*Second Copyright Owner*
03/2021	**Bugu Sport Mini-Program (2021SR0450381)**	*Third Copyright Owner*

HONORS & AWARDS
12/2021	Merit Student, SCUT
12/2021	Excellent Student Manager, SCUT
12/2021	Third-Class Scholarship, SCUT
06/2021	Third Prize, Cellphone Division, "ByteDance Cup" Software Design Competition
12/2020	Second Prize, The 4th "Changfeng Cup" National Contest in Big Data Analysis and Mining
11/2020	Excellent Volunteer, The 6th China International College Students' "Internet +" Innovation and Entrepreneurship Competition
08/2020	National Second Prize (Top 1%), 2020 WeChat Mini-Program Application Development Contest