PORT-FOLIO

LI JIALIN

ABOUT ME

I have rich experience in web design and am familiar with computer languages such as css, vue, c/c++. Familiar with Axure xp9, Visual Studio Code and other development tools.

Education

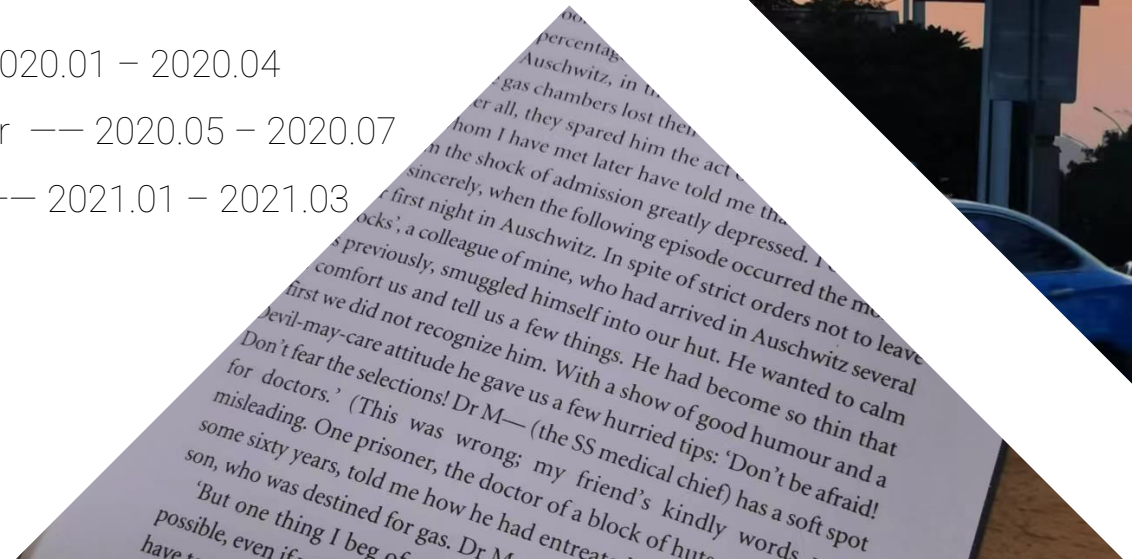
Fuzhou University ——2018.09 – 2022.06

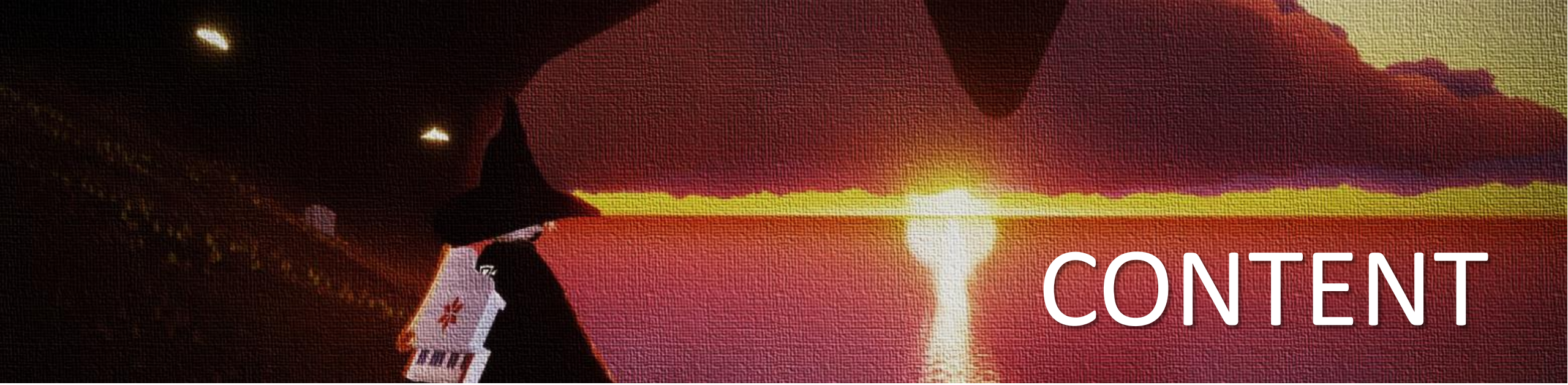
Work

Shuozhou Radio & TV Station —— 2020.01 – 2020.04

HuaiRen Convergence Media Center —— 2020.05 – 2020.07

Pinglu Convergence Media Center —— 2021.01 – 2021.03





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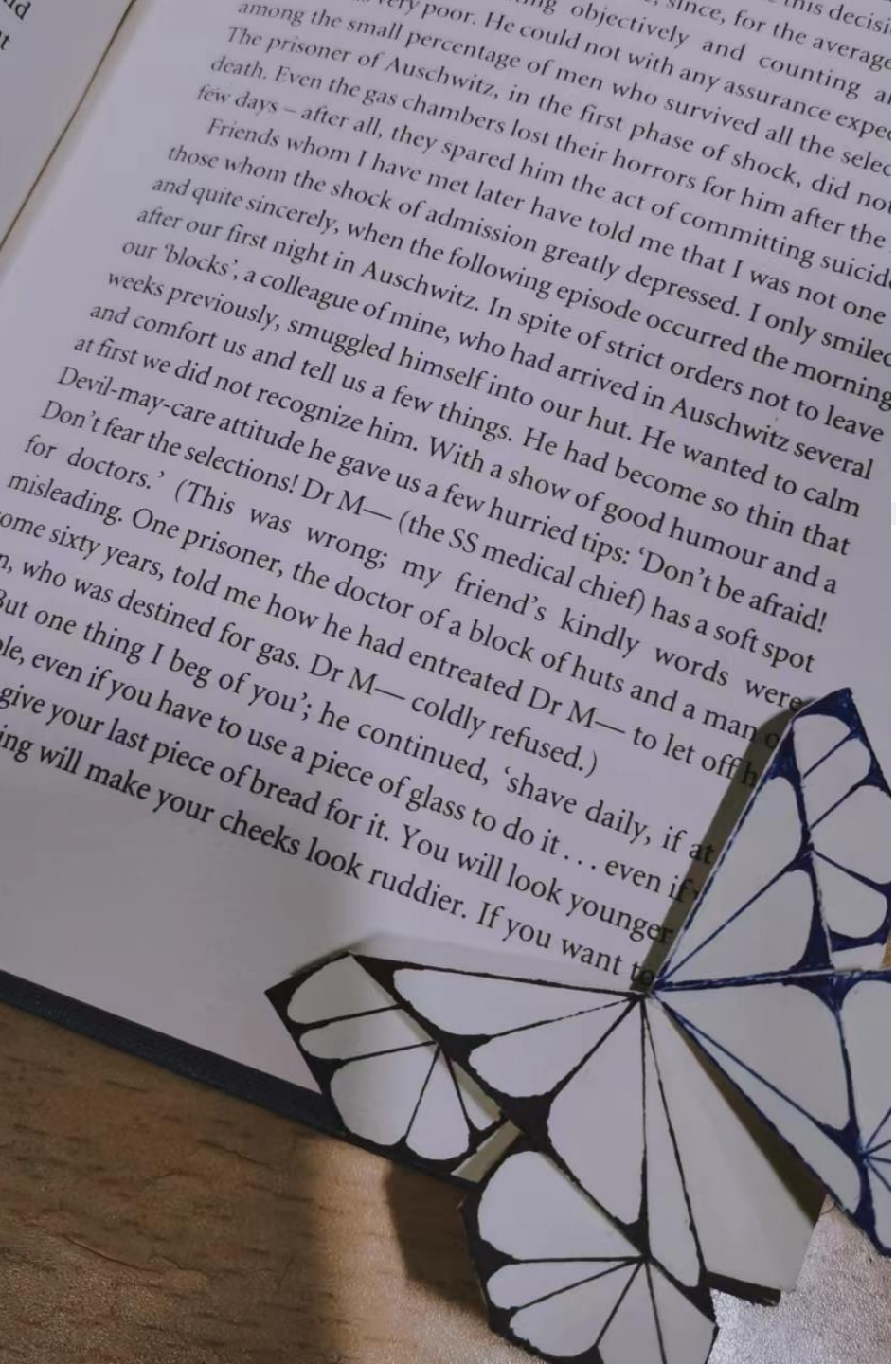


WhichPage

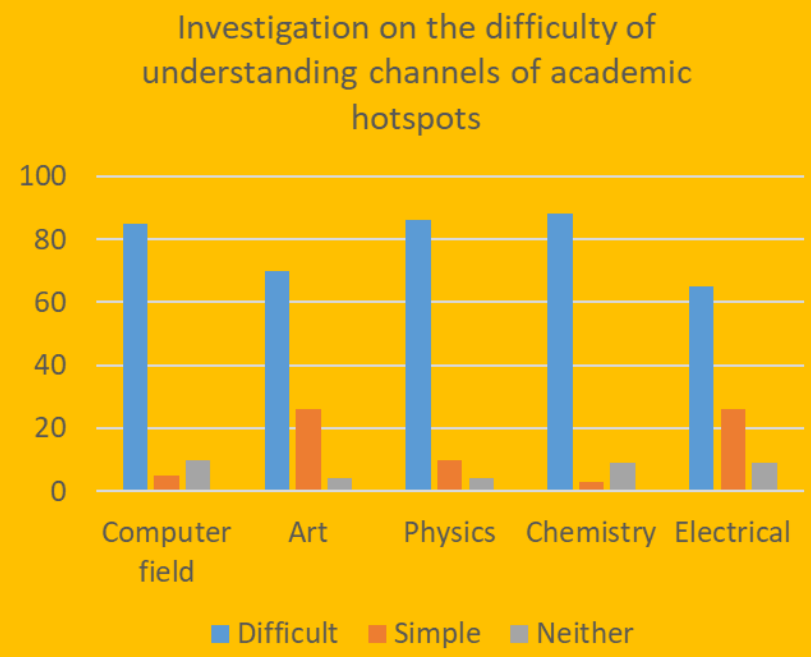
——teamwork

This website is a product integrating paper management and paper data analysis. In the aspect of paper management, the product provides users with the functions of searching papers, adding papers to personal paper tables, modifying paper tables, and modifying papers to facilitate users to manage personal paper tables and form personalized paper tables. In the data analysis part of the paper, the platform provides a keyword map to show the comparison of hot words in different top conferences in recent years, and the hot trend map of specific keywords, to help users analyze the hot research directions of the three top conference papers in recent years, so that users can quickly understand the current research situation in the field.
GitHub link：https://github.com/lilith0120/PairProject

Axure xp9	30%
Programming	70%

Background

Reading papers is the most direct way to understand the current research situation in the field. In college, more and more college students need to constantly read papers to stimulate their interest in academic research. But what is troubling is that, especially without knowing the hot research directions in recent years, it is too inefficient to find and summarize articles one by one according to the list of papers.



Design Strategy

1. Obtain the list of papers to be crawled and the information of papers to be crawled; Support users to input a single paper topic, and also support batch import of paper lists; Crawl the abstract, key words and original text link of the paper through the paper list;
2. Operate the list of papers that have been crawled; Add, delete or modify the paper list; Query the paper list (input the paper title, and also support fuzzy query: input the paper number, keywords and other basic information). If the paper to be retrieved does not exist in the paper list, crawl to the website according to the entered query sentence and return the abstract, key words and original links of the paper;
3. Analyze the information of papers that have been crawled, and extract top 10 hot fields or hot research directions; Form an intuitive viewing method such as keyword map, click a keyword to display related papers.

Key Features

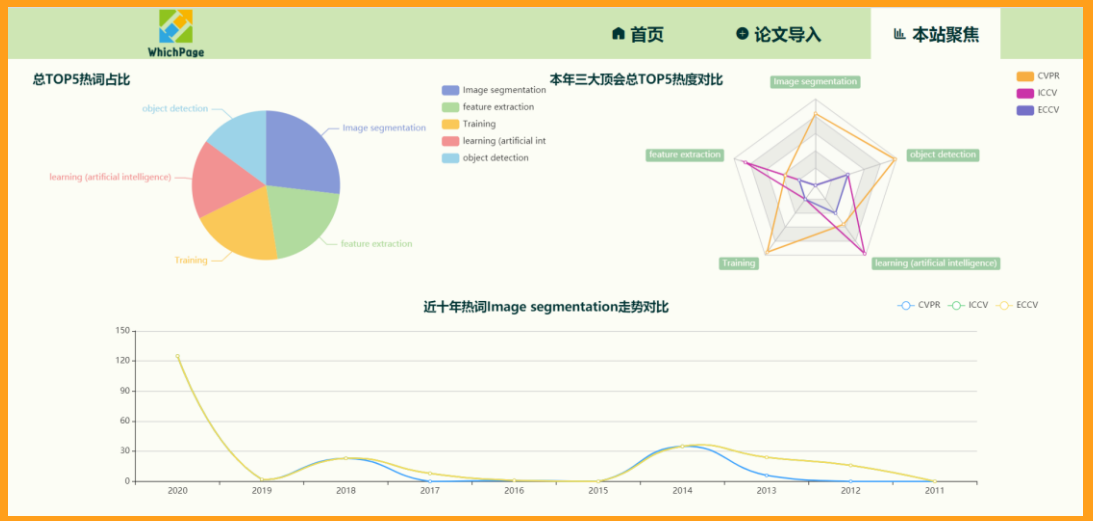
1. The project homepage displays the list of imported papers and the total Top 10 hot words crawled from the database:

2. Fuzzy query on the list of imported papers:

Key Features

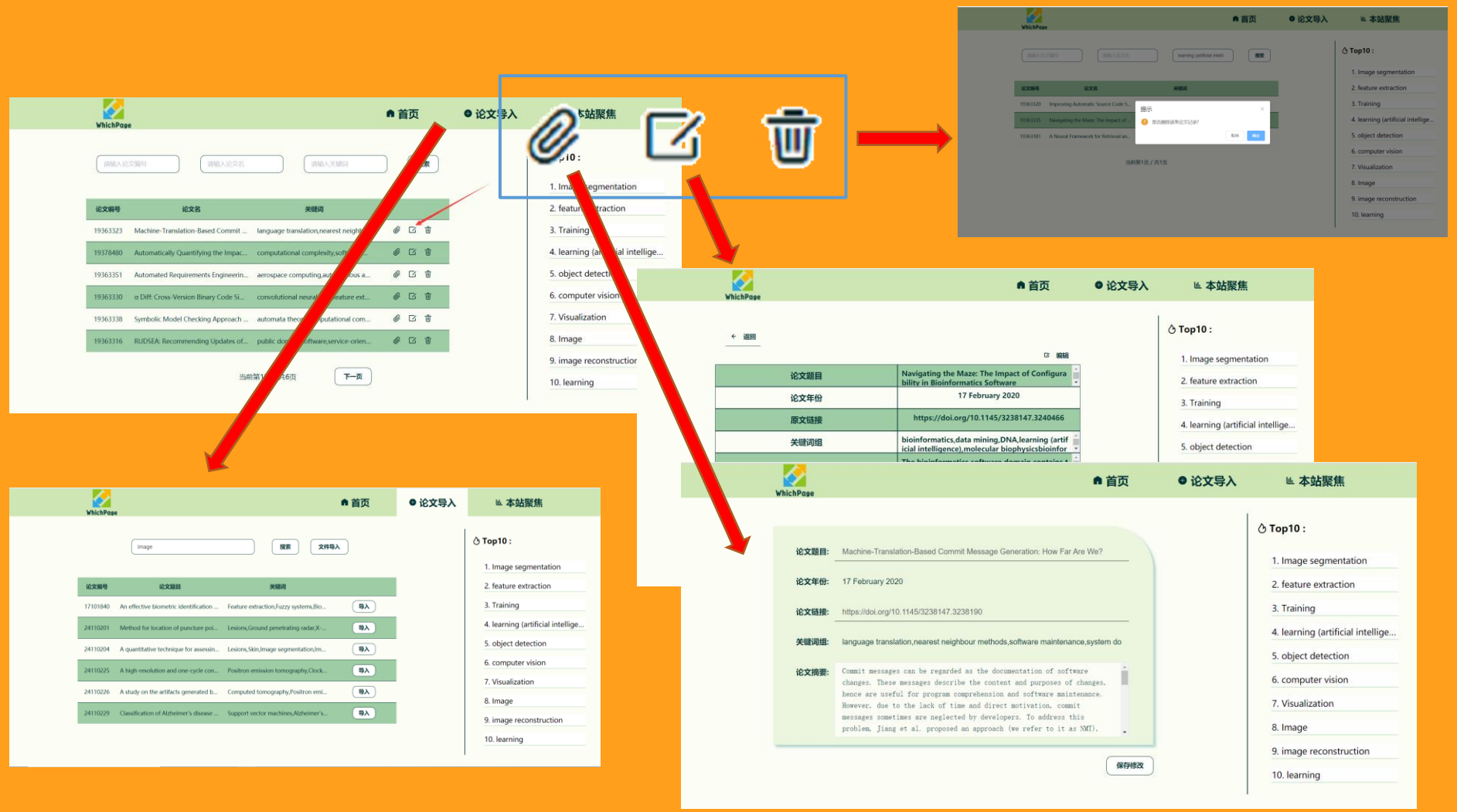
3. Click Top 10 academic hot spots on the right to display relevant imported papers:

4. Trend Comparison Chart of Hotspots:



Key Features

5. About the addition, deletion, modification and query of papers on this website:

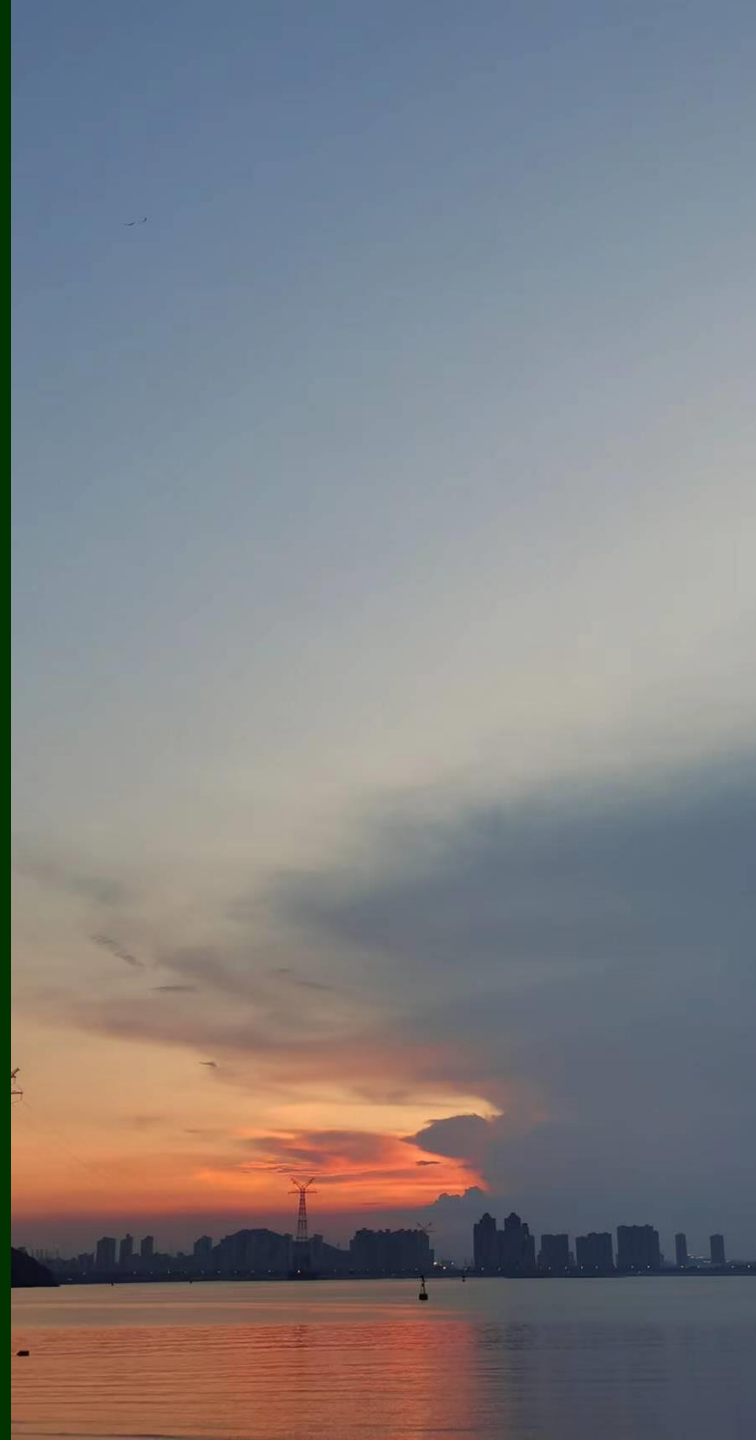


BangFu

——teamwork

The "BangFu" platform is a campus information sharing platform. Our products summarize and classify the complex campus information. Users register with their real names through the accounts of the Office of Academic Affairs, and publish or obtain information on the platform. It is a platform that provides information convenience for students.

GitHub link: https://github.com/FZUSESPR21W/SystemAndDatabaseDesignTeam9



Background

01

Information channel

The channels for obtaining and publishing campus information (such as express delivery, takeout, learning materials, etc.) on campus are relatively limited. At present, the more effective way to obtain campus information is to use social software (WeChat, QQ, microblog, etc.).

02

Information resources

At present, there are few campus information platform resources, and the probability of receiving a reply is low. Most posts will be replied many years later.

03

Design

Students use the existing campus information platform infrequently. Most students are not satisfied with the old UI design and the slow response time of interaction design.

04

Advertisement

At present, there are a large number of advertisements and pop-up windows on the existing campus information platform, which occupy a large amount of network traffic consumption and greatly reduce the user experience.

Design Strategy

UI form

Mobile website

Campus Forum

1. Publish part-time information
2. Share life experience
3. Publish postgraduate entrance examination materials
4. Introduce the school environment and facilities
5. Exchange of learning experience

……

Part time job

1. delivery information
2. Learning guidance
3. Help wash shoes

……

Key Features

PUBLISH BUTTON

SEARCH BOX

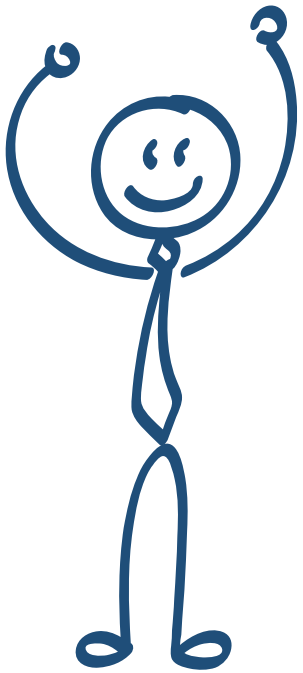
MAIN PAGE

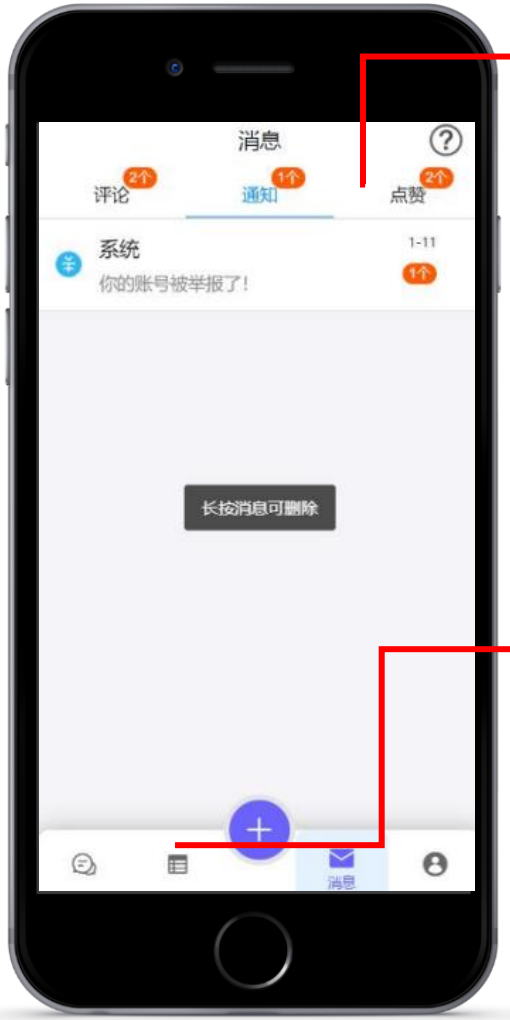
You can view the required information according to classification

PERSONAL HOMEPAGE

Here you can view user's draft posts, favorites and browsed posts. The user's personal information (avatar, user name, etc.) and web page theme are also set here, and even student user authentication can be carried out.

Key Features





MESSAGE BOX

Here you can view the messages received by users, including comments, system notifications and likes

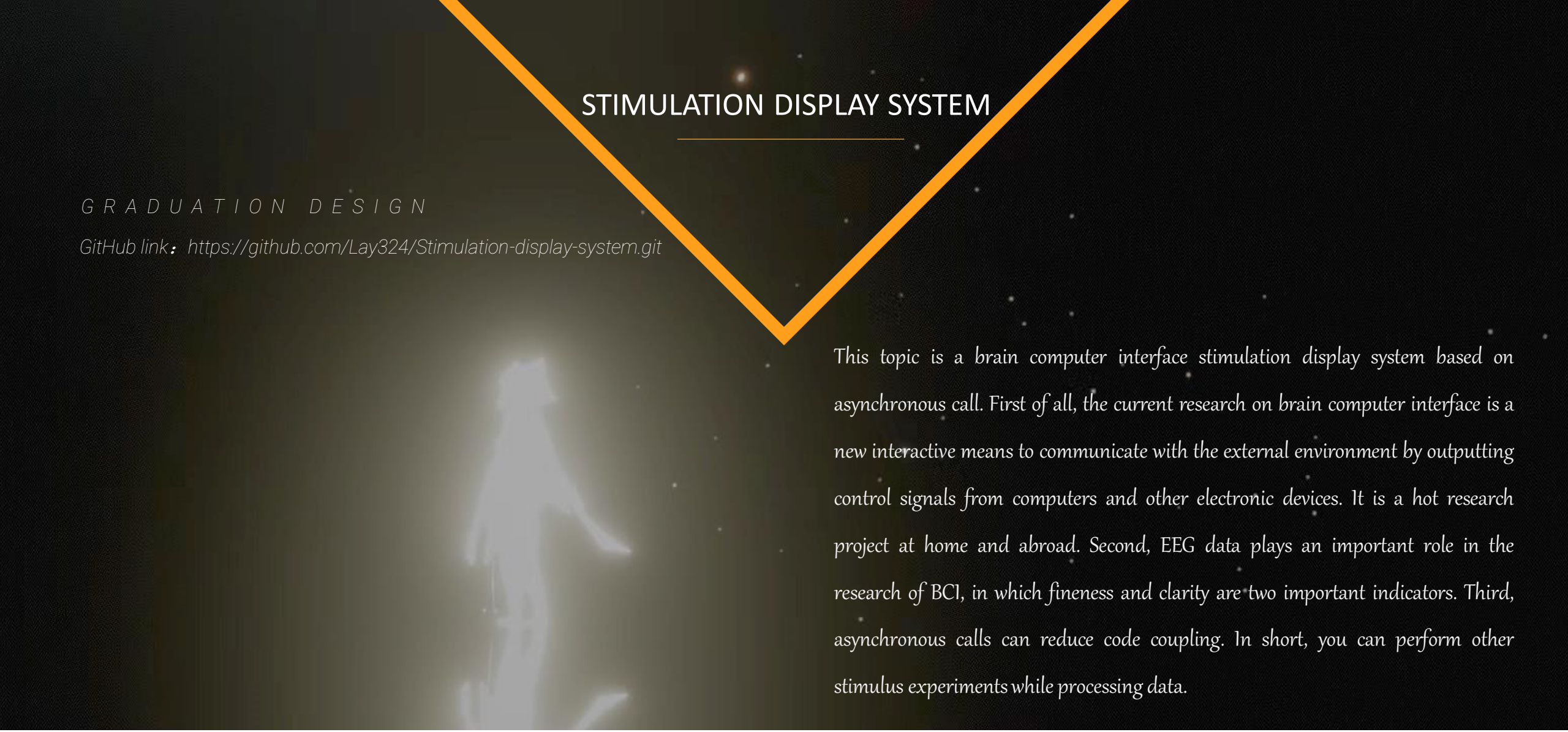
TASK INFORMATION

Here, you can view the part-time information of this site, including collection of takeout, collection of express delivery, part-time information and other information.

STIMULATION DISPLAY SYSTEM

G R A D U A T I O N D E S I G N

GitHub link：https://github.com/Lay324/Stimulation-display-system.git



This topic is a brain computer interface stimulation display system based on asynchronous call. First of all, the current research on brain computer interface is a new interactive means to communicate with the external environment by outputting control signals from computers and other electronic devices. It is a hot research project at home and abroad. Second, EEG data plays an important role in the research of BCI, in which fineness and clarity are two important indicators. Third, asynchronous calls can reduce code coupling. In short, you can perform other stimulus experiments while processing data.

Background

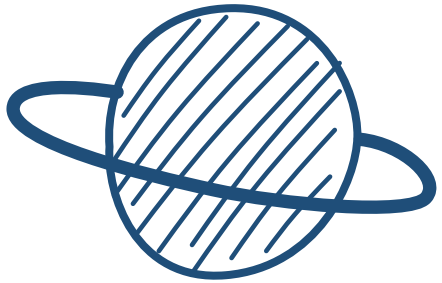
Brain research is committed to studying the electrical signals output through the brain, which has always been a hot research topic of the world.

Brain Computer Interface (BCI) is the most important part of brain research. To form a part, control signals are output by electronic devices such as computers, and specific telecommunications are recorded

And then reach a new interactive means to communicate with the external environment.

With the development of science and technology, brain computer interface becomes. For the sake of research focus in brain science, neurology, artificial intelligence, psychology and many other fields, more and more domestic and foreign researchers are gradually attracted to join in the relevant research on BCI.

Design Strategy



Data visualization requirements

The PsychToolBox is used to meet the input characteristics of PC keyboard, mouse, eye tracker, EEG and other response input devices, and supports sub millisecond timing to meet the data acquisition requirements of this stimulus display. On the basis of PTB as the stimulus display design, the experimental data is saved as a csv file to reduce the memory consumption of the file when facing big data storage.

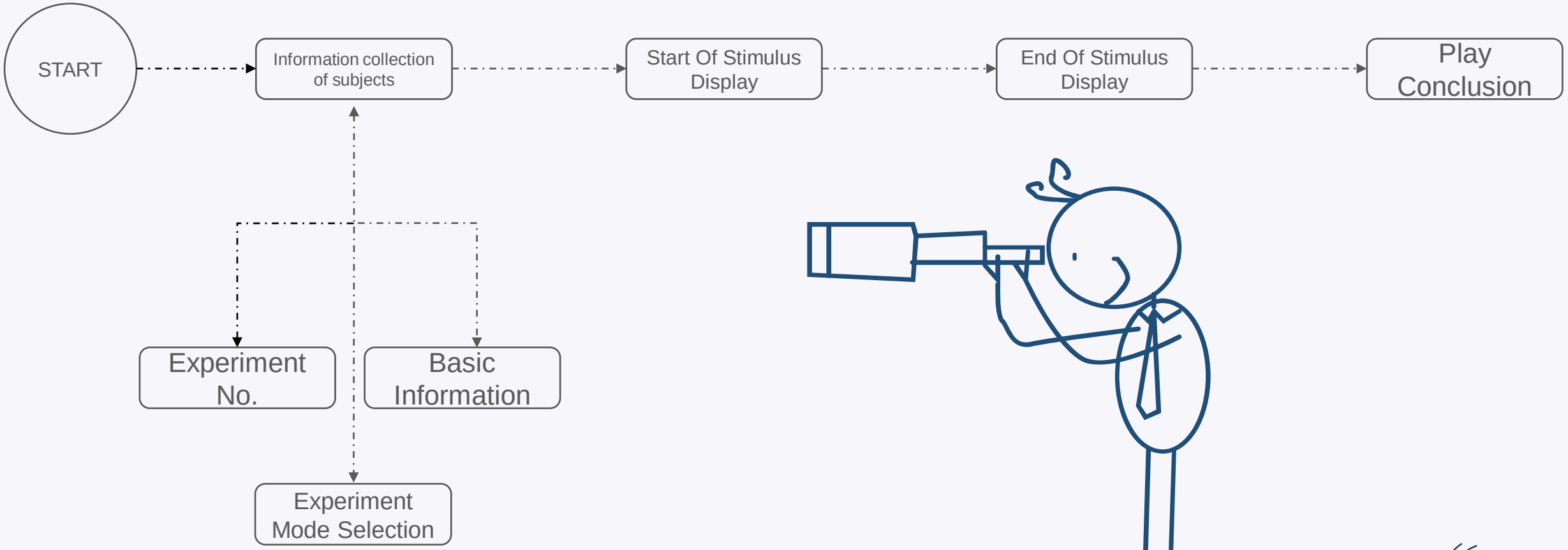
Functional requirements

The main design part of this research is the presentation and expression of stimuli. The main design line is visual stimulation. The design combined with auditory stimulus can display memory stimulus based on the basic display of audio visual stimulus. The main performance is the change detection task with N-back paradigm as the design thread.

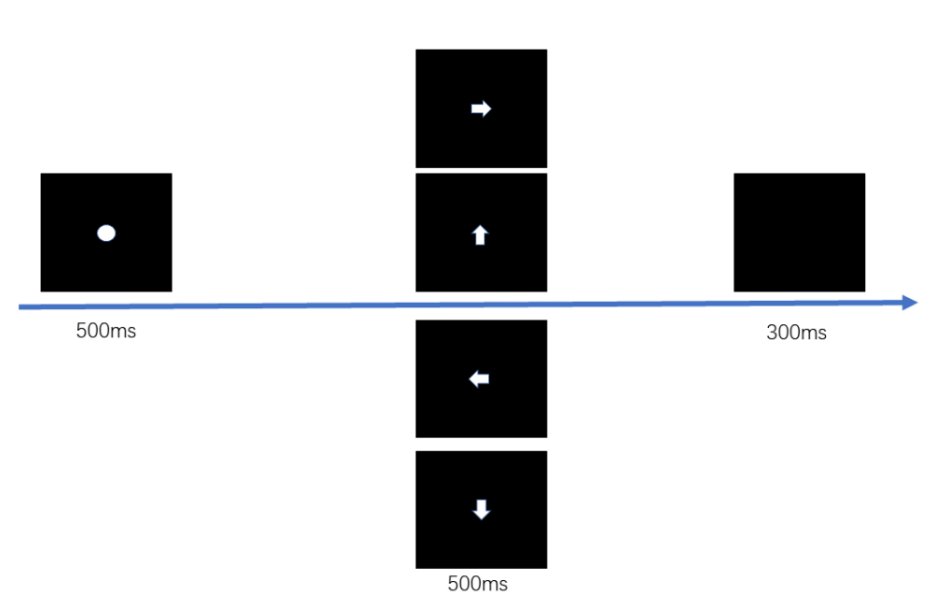
UI Requirements

As this system focuses on the presentation of stimuli, it does not require complex color configuration on the premise of ensuring smooth presentation of audio-visual stimuli. Therefore, it is better to use a single tone for the stimulus display background. This time, black is used as the background color. In terms of subject information collection and experiment setting, it is better to fill in the text box manually to facilitate the sorting of subsequent experimental data.

Project Process

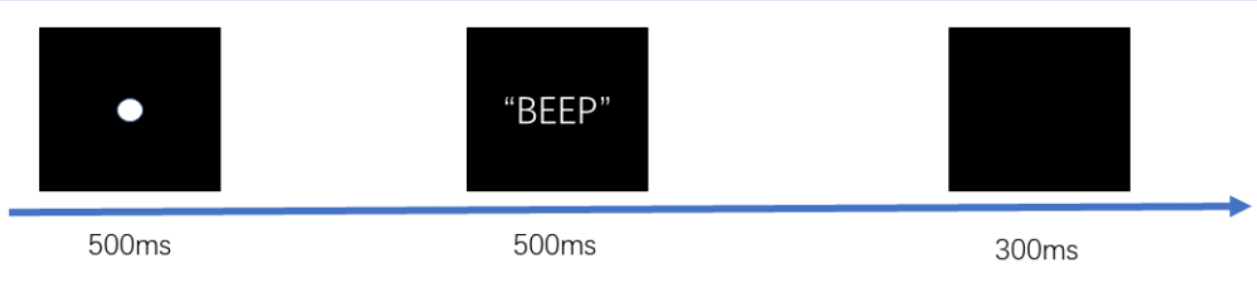


Key Features



1. Visual stimulation task

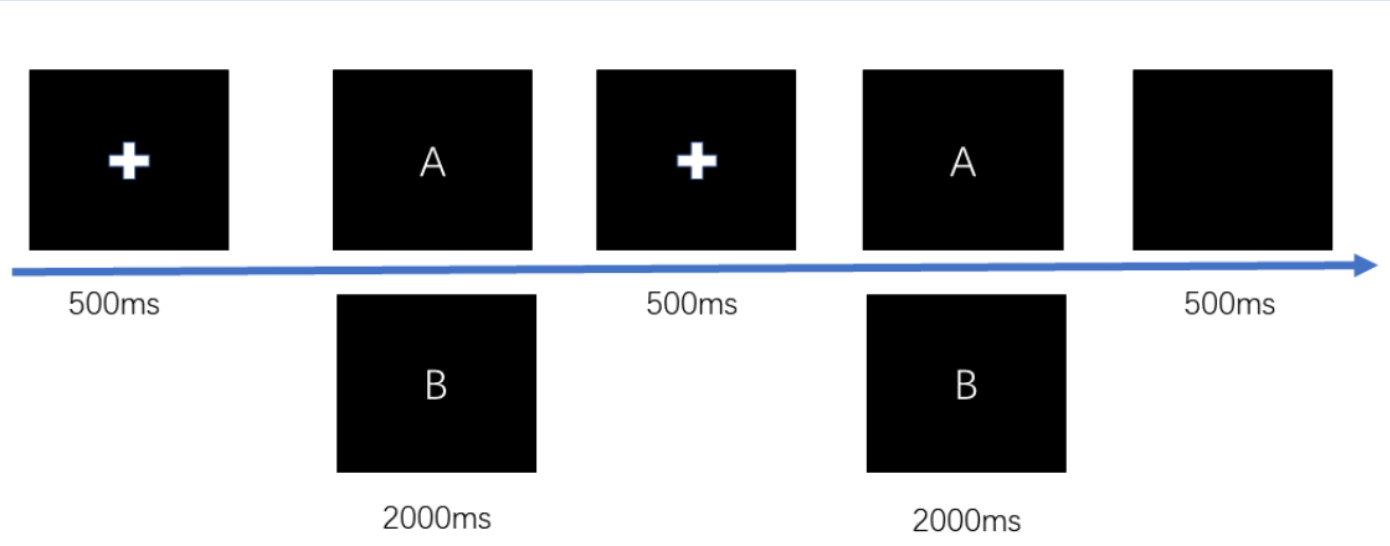
First, a 500 fixation point is presented, and then a left arrow or a right arrow appears randomly. The subject needs to respond by pressing the direction key according to the stimulus that appears. If the key is pressed within 500 ms, the reaction time, accuracy and other information are recorded, and the arrow disappears. Otherwise, the arrow will disappear automatically after 500 ms, and finally an empty screen of 300 ms.



2. Auditory stimulation task

First, a fixation point of 500ms is displayed, and then the auditory stimulus signal "Beep" is displayed. At this time, the subject needs to press the space bar to react according to the stimulus that appears. If the key is pressed within 500ms, the reaction time, accuracy and other information will be recorded. Otherwise, the sound stimulus signal will disappear automatically after 500ms, and finally the blank screen time of 300ms.

Key Features

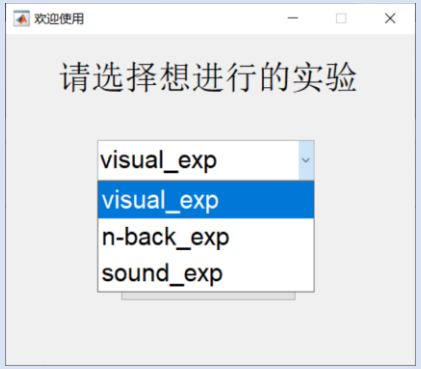


3. Visual stimulation task

First, present a 500ms fixation point, then present the first N letters that need to be memorized, and then conduct formal stimulus interaction. First, present a 500ms fixation point, and then randomly present the letter "A" or the letter "B" for 2000ms. Judge whether the current letter is the same as the previous Nth letter according to the settings before the experiment. At this time, the subject needs to judge whether the key matches (T) or does not match (F) according to the stimulus. If the key is pressed within 2000ms, the response time, accuracy and other information will be recorded; otherwise, the sound stimulus signal will disappear automatically after 2000ms.

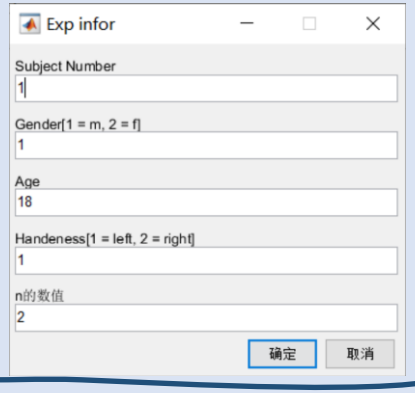
Deliverable

01



Implementation Of Stimulus Selection Window

02



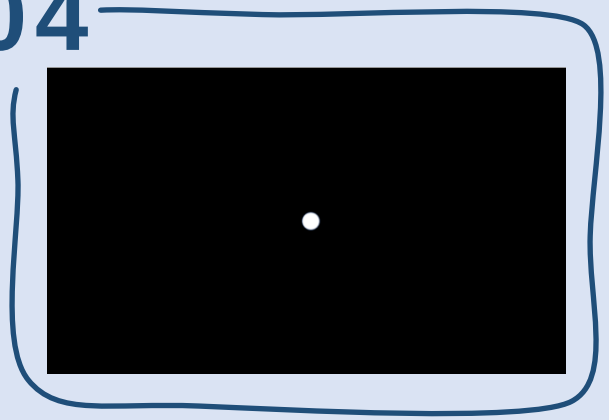
Implementation Of Information Collection Interface

03

Flag For Successful Operation Of The Experiment

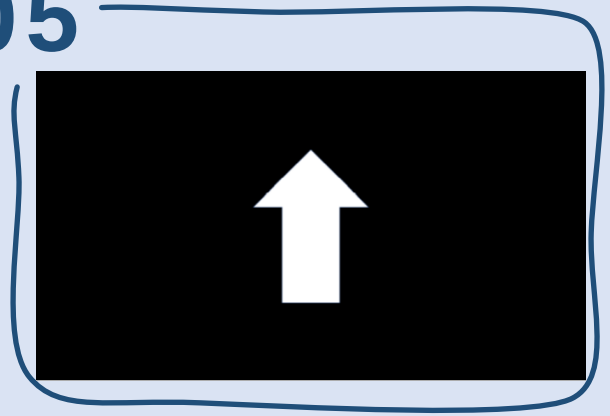
Deliverable

04



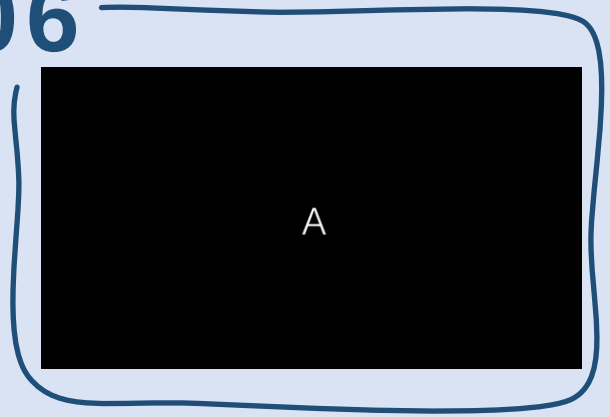
Fixation
Presentation

05



Visual Stimulus Presentation (When auditory stimulus is presented, there is a beep before this stimulus)

06



Letter "A"
Stimulus
Presentation

THE END

Waiting for your contact.

Email: ljl199904@163.com