Tiezheng Li

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EDUCATION

Columbia University, Fu Foundation School of Engineering and Applied Science New York, NY
M.S. in Computer Engineering Expected Dec 2016

Tsinghua University, Department of Computer Science and Technology Beijing, China
B.S. in Computer Science and Technology, overall GPA 91/100, ranking 9/123 Jul 2015

WORK EXPERIENCE

Microsoft Corporation Beijing, China
Software Engineering Intern, Strategic Partners Group Sep 2014–Mar 2015

- Designed an image-based online platform for virtual fitting to enhance the experience of shopping. Trained a model to detect and fit human shoulders using CNN. Segment user photos and make image matting, color transfer to get try-on results with OpenCV.
- Implemented a web crowd sourcing system to label and classify pictures for supervised learning. Developed the server with Node.js and MongoDB and front-end with JavaScript/HTML/CSS. Successfully distributed and recollected data-labeling task of 500000 pictures.

Supernova Studio Changchun, China
Co-founder and Technical Lead, with a team of 8 Sep 2011–Oct 2015

- **Expedation-** A traditional Chinese Role Playing Game with dialogue lines of 300,000+ words and playing time of 20+ hours. Developed the main program in Ruby RGSS, wrote storyline and was responsible for testing and publicity.
- **Legends of school**- A multiplayer simulator of an original board game. Designed the game play, created GUI with Qt library. Embedded Lua script inside C++ for AI in standalone mode. Released as an independent game and made in the news on CTV and local newspapers in China.

PROJECT EXPERIENCE

- **Real-time Speaker Recognition** (2013) Extracted MFCC and LPC features from utterance and classifies voices by a pre-trained CRBM. Optimized GMM algorithm performance to 19 times faster than scikit-learn package. Reached an average recognition accuracy of 95% on offline corpus of 100 different speakers.
- **Web Service Integration Platform** (2013) Integrated heterogeneous web services by graphical programming approach. Based on Google Blockly project, generates python code with API from web services, from user-drawn SVG elements. Won First Prize (less than 10%) in Technology Challenge Cup of Beijing among more than 600 projects.
- **Academic Search Engine** (2013) Developed an information retrieval system under Python flask. Automatically crawls from multiple sources. Parsed PDF format into HTML to provide online reading experience of academic papers.

AWARDS & HONORS

- Outstanding Graduate, Tsinghua U *(top 2% among over 3000 graduates)* 2015
- Zhong-Shi-Mo Scholarship, Tsinghua U (*only 1 each year, for best performance in Dept. CS)* 2014 & 2012
- CSC-IBM Scholarship, IBM Company 2014
- Excellent Student Award, China Computer Federation (*100 winners nationwide*) 2013
- First Prize in National Olympiad in Informatics, Jilin Division 2011&2010

PERSONAL SKILLS

- C++, Python, Ruby, Matlab, JavaScript, HTML/CSS, C#, SQL
- Linux command, LATEX, Git, Node.js, Flask, Visual Studio, Adobe Photoshop, Flash, Premiere, After Effects