**GONG Lingyu (Miss)**

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# EDUCATION

**Capital Normal University** Beijing, China

Bachelor of Science in Computer Science and Technology (Education) 09/2019-06/2023

GPA: 3.5/5.0 Core Modules: *Digital Logic Circuits, Operating Systems, Principles of Compilation, Integrated Design Practice of Digital Systems*

# PROFESSIONAL EXPERIENCE

**Institute of Computing Technology, Chinese Academy of Sciences** 15/08/2022-Present

## Visiting Student

-Participated in assisting the completion of scientific research projects

-Responsible for some basic data analysis

-Organized project materials, attended group meetings, and participate in topic discussion

-Exercised English literature reading ability and academic paper writing skill

-Improved the skills of information system development and programming, enhanced team cooperation ability

**Capital Normal University High School** 05/09/2022-08/11/2022

## Intern IT Teacher

-Prepared and taught information technology lessons (C++) to junior middle school students

-Actively initiated the fundamental technology seminars and targeted training for primary school students

-Utilized a variety of educational technology visual communication techniques to support the design of online training materials related to middle school science and technology courses

-Engaged in students’ innovative club activities to enhance their learning enthusiasm for IT courses

-Gained a deeper understanding of middle school teachers’ daily work and class daily operation process, and enriched relevant practical experience in class management

# SHORT-TERM TRAINING EXPERIENCE

**Massachusetts Institute of Technology** 01/2020

**Engineering, Design, Gaming and Entrepreneurship (EDGE) Program for STEM**

-Systematically studied the process of game making, including determining the audience for the game, defining the meaning of making the game, determining the type and presentation, and ultimately building a system model

-Learned the application of Tale Blazer and App Inventor in game development

-With team members, designed and developed a physics history popular science story game for all ages

-Improved cross-cultural communication skill and team cooperation ability

## **RESEARCH EXPERIENCE**

*Content and task design of a MOOC course on teacher education embedded in practice* 10/2021-10/2022 Team Leader

-Completed series of special courses, including course videos, handouts, teaching tools, etc.

-Managed project progress and assigned tasks to team members

-Responsible for video editing and text content, social media tweets writing and editing

-Summarized the project content, organized the project results, and participated in the closing defense -Gained practical research experience in information teaching

*Design and research of a 3D modelling course* 11/2020-04/2022

### Team Leader

-Coordinated and organized the project, including monitoring the project process and the assignment of tasks

-Completed model making, text writing, overall design and layout

-Summarize the final works and conducted the concluding defense

-Mastered Rhino modeling software, capable of editing textbooks for middle school students

*Exploring solutions for data restoration using protection cards* 11/2020-12/2021

### Team Member

-Participated in project formulation, research theme determination and research development planing

-Learned protection card related knowledge and computer system setup and assembly

-Participated in project summary and preparation for closing presentation

-Got Familiar with the key points of computer configuration, the use and installation of the protection card, understood the computer room’s management principles

## **AWARDS & COMPETITIONS**

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| --- | --- |
| University Merit Student  Beijing Merit Student/Major 1st Class Scholarship | 2021-2022 Academic Year |
| 3rd Place of Women’s Double in Beijing Universities Badminton Championship  5th Place of Team in Beijing Universities Badminton Championship | 2020-2021 Academic Year |
| Major 2nd Class Scholarship  **LEADERSHIP & ACTIVITIES** | 2019-2020 Academic Year |
| Beijing Winter Paralympics KMS/BMS Mock Athlete | 03/2022 |
| Beijing Winter Olympics Volunteer Regional Chief **PROFESSIONAL SKILLS** | 02/2022 |

*Computer:* MS Office/C++/C/Verilog *Language*: Chinese-Native/English-Proficient

Badminton National Level of Athlete