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EDUCATION

Hong Kong Baptist University

Sep.2020-Jul. 2022

- Master of Science in **AI and Digital Media**;

Henan University

Sep. 2013-Jul. 2017

- BSc in **Software Engineering**; Average Score 79/100
- Modules include: *Foundations of Computer Science; Linear Algebra; C/C++ Programming; Program Designing for Web; Higher Mathematics; Architecture Technology for Web Front; Operation System of Computer; Discrete Mathematics; Data Structure; Java Language Program Design; Management and Maintenance of Linux; Probability Statistics; Principles of Database; Android Software Development; Computer Network; Software Engineering; Software Quality & Testing; Principles of Compiler; Advanced Network Programming; Principles of Computer Composition; Design and Analysis Algorithms; Interconnection of Network*

WORK EXPERIENCES

Taikang Life Insurance Co., Ltd.

Oct. 2018-Feb. 2021

Demand Analyst of the Department of Electronics

Beijing City

- Responsible for developing and optimising the system app's front-end pages: utilised event tracking data and other analytics to increase user conversion rates by 10%
- Managed the project process from proposing, reviewing, scheduling, tracking, testing, to launch iteration; specific tasks included writing product description documents, collecting Word, PPT, and other prototype related market demand
- Supervised the product design of an Online Red Envelope Service, including the planning, design, launch and iteration of the large-scale event

Tencent Technology (Shenzhen) Co., Ltd.

Jun. 2017-Sep. 2018

Product Manager Assistant of QQ Browser Info Center

Shenzhen City, Guangdong Province

- Responsible for the product design of the data labelling platform: completed the adding of statistical chart functions, optimisation of the background storage logic (involving data extraction from Tencent's recommendation system), and optimising the original illogical product flow
- Mastered Excel and **Python** to process data and conducted a competitive analysis
- Proficiency in Axure RP, Trello and X-mind for creating prototypes and specifications for websites and applications

ADDITIONAL EXPERIENCES

School Team for International Collegiate Programming Contest (ICPC)

May 2014-Dec. 2015

Team Leader

Kaifeng City, Henan Province

- Led the team to win the Bronze Prize in the International Collegiate Programming Contest (ICPC) of Henan Province (2015), completed the five-hour contest with the other two players
- Guided a 30-member team, organised teammates to practice, provided solutions to demanding questions, and coordinated with the coach