

LONG Qianhui

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EDUCATION

Carnegie Mellon University

Master of Science in Information Networking

Pittsburgh, PA

Sep, 2024-Dec, 2025 (Expected)

Wuhan University

Bachelor of Engineering in Software Engineering GPA: 3.91/ 4.0 (Top 10%)

Wuhan, CN

Sep, 2020 - Jun, 2024

TECHNICAL SKILLS

Programming: Swift, Java, C/C++, Python, JavaScript, HTML, CSS, SQL, R

Framework & Tools: SwiftUI, Vue.js, Spring Boot, MyBatis, Git, Element UI, Three.js, Axios, Pytorch, NLTK

Cloud & Databases: MySQL, Redis

INTERNSHIP

Beijing Hi-tech Cloud Education Technology Co., Ltd

Beijing, CN

Frontend Developer Intern | *Vue.js, Three.js, Axios, HTML, CSS, JavaScript*

Jun, 2023 - Jul, 2023

- Contributed to front-end development for a comprehensive system analyzing underwater structures.
- Utilized **Vue.js** to construct a responsive menu architecture that facilitates efficient project search, viewing, and management.
- Implemented an interactive 3D display using **Three.js** for visualizing image files, point clouds, and 3D models of underwater buildings. Enhanced user interaction by enabling features such as zoom and point selection within the 3D environment.
- Developed front-to-back-end data interactions using **Axios**, ensuring dynamic updates and accurate display of algorithmic processing results.

PROJECTS

AI Speech Assistant

Jan, 2024 - Apr, 2024

SwiftUI, Spring Boot, MySQL, Mybatis | 

- Directed the complete development process, including user surveys, requirement analysis, interface design, framework development, and thorough testing.
- Leveraged **SwiftUI** to complete the front-end framework, integrating **third-party APIs/SDKs** for language generation, speech services, and text translation, etc..
- Built a stable backend framework using Spring Boot, which facilitated efficient data management and API design.
- Enhanced efficiency by integrating **MyBatis** with **MySQL**, optimizing SQL operations and improving storage scalability.

Tourmate — Data-driven Tourism Service System

Jun, 2023 - Jul, 2023

Python, PaddlePaddle, Spring Boot, Java |  

- Developed a recommendation model using the **PaddlePaddle** deep learning framework, enhancing the accuracy of personalized attractions displayed on the homepage by analyzing extensive user and attraction data.
- Leveraged ant colony optimization to devise efficient, personalized travel itineraries aligned with user preferences and geographic data, ensuring optimized routes and schedules.
- Implemented custom algorithms into the backend, developing **RESTful APIs** to enhance front-to-back-end interactions.

Urban Management Emergency Command and Dispatch System

Mar, 2022 - Jul, 2022

Vue.js, Element UI, Spring Boot, MySQL, Redis, Java | 

- Engaged in full-stack development of an emergency management and dispatch system, featuring functionalities like emergency map visualization, event reporting and assignment, duty scheduling, and command dissemination.
- Developed the system interface using **Vue.js** and **Element UI**, creating a navigable main menu and versatile table displays.
- Integrated MiniMap, a government-private map framework, to display the positions of city-wide emergency events and monitoring devices, enabling direct interactions for detailed information and module navigation.
- Built the back-end architecture with **Spring Boot**, incorporating **Spring Security** to enforce role-based access control and secure authentication mechanisms.
- Implemented caching of notifications using **Redis**, ensuring timely delivery to users upon login, thus maintaining critical information flow during emergencies.

SELF-EVALUATION

- Meticulous and conscientious with a strong sense of responsibility.
- Excellent communication and collaboration skills, and strong leadership skills.
- Having rich development experience and strong practical skills.
- Passionate about software development, actively embracing new technologies and pursuing self-improvement.