Chen LI

CONTACT
INFORMATION

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EDUCATION

University of California, San Diego (UCSD)   09/2016 - 12/2017
  M.S. in Computer Science
  - Focus on system (implementation/theory) & Artificial Intelligence

Beijing University of Posts and Telecommunications (BUPT)   09/2012 - 07/2016
  B.E. in Software Engineering
  - GPA: 4.0/4.0 (91.2/100)   Rank: 1/103

EXPERIENCE

Hengbao Company, R&D Center, Beijing, China   08/2015 - 12/2015
Software Development Engineer in Test Intern
- Participated in the lifecycle of software design and test using C++.
- Implemented the performance and functional test cases based on VSTS and PC/SC standard.
- Checked and reported the code coverage and quality of code with merged test logs.

BUPT Communication Software Center, Beijing, China   03/2015 - 07/2015
Software Engineer Intern
- Implemented the video&audio chatting module of an Android APP based on jSIP and SQLite.
- Designed and developed web pages for a national project based on Axure&JSP&Spring.

BUPT Enterprise Information Laboratory, Beijing, China   04/2013 - 01/2015
Research Assistant: Natural Language Processing, Text Mining, and Web Data Integration
- Extracted, cleaned and integrated GB-level news data from four biggest news websites in China.
- Developed an automatic Multi-document Summarization system for web news with Java.
- Designed a centroid-based summarization algorithm considering both Statistical Features and Linguistic Features of news based on TF-IDF model, using Semantic Tree to reduce redundancy.
- Algorithm evaluation: Accuracy: 81.2%; Coselection Rate: 72.6%; Recall: 62.5%.

SELECTED
PROJECTS

IClass, an online course (MOOC) web platform (Full-stack Engineer)   04/2015 - 07/2015
- Implemented the course discussion and feedback modules with jQuery&MySQL.
- The web platform has over 1000 active users daily.

A C-like Language complier (Individual Work)   09/2014 - 01/2015
- Defined lexical and syntax rules based on IBM Telelogic Tau.
- Implemented program's parsing logics with FSM and syntax tree in a top-down manner.

Yi, a multiplayer online chase game (Team Leader)   09/2014 - 11/2014
- Based on .Net C/S Framework with C#, supporting multiplayer online/offline play.

Dango Girl, an NPCs game based on QT framework (Team Leader)   03/2014 - 09/2014
- Led and participated in the lifecycle of game developing, including prototype design, AI algorithm design, function implementation, unit and integration tests.
- The game has dozens of schemas, game characters and game props.
- The beta edition has launched in both Linux and Windows platform.

HONOURS &
AWARDS

- National Scholarship (Top 1%)   10/2015
- Meritorious Winner, The 2015 American Interdisciplinary Contest in Modeling   04/2015
- Silver Medal, The 7th BUPT Algorithm Code Competition   02/2013

PUBLICATIONS

[1] **Chen Li**, Zhaoxing Li, Zhenyu Wang. An improved K-Shell algorithm for searching the most influential nodes on a small-world network, WCSE 2014, Hong Kong.

LANGUAGES

Mandarin (Native), English (Advanced), Japanese (Elementary)

STRENGTH

Programming Language: C/C++/C#, Java, Python, HTML, JavaScript, Matlab, LaTeX, XQuery
Tools and Frameworks: Git, Hadoop (Pig), LAMP, SSH, Django, Shell