

Wanjin Li

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Education

- September 2013–Present **B.E. Digital Media Technology**, *Beijing University of Posts and Telecommunications(BUPT)*, Beijing, China.
Junior GPA: 87.06/100
- January 2017–May 2017 **Exchange Student**, *Queen Mary University of London(Anticipate)*, London, UK.
Sponsored by China Scholarship Council.
Capstone Project at SketchX Research Laboratory, focus on Sketch-Based Image Retrieval.

Research & Experience

- March–December 2016 **Institute of HCI and Media Integration, Tsinghua University**, *Research Interns*.
Brain Health Assessment System and Cognitive Behavior Analysis, Adviser: Prof.Linmi Tao
Developed an Android health assessment application; Supported offline management; Modified the interface. Performed Visual Reproduction experiment via HCI system and processed data with another colleague. Raised a data visualization method to analyze cognitive behavior and wrote an academic paper.
- May 2015–May 2016 **National University Student Innovation Project, BUPT**, *Team Leader*.
The Disabled Assisting System Based on Eye-Tracking, Adviser: Prof.Wenjun Hou
Designed system model and UI; Functions include intelligent reading, animated assistant, eye-tracking game, etc. Conducted methodology and technical research; Evaluated usability, tested functions and troubleshoot problems.
- September 2014–June 2016 **E-Business Transition of Traditional Handicraft Industry**, *UX Designer*.
Was responsible for UX research in e-business, designed the mobile application, composed UI and 2D motion graphic film. Our team won the Super Prize of Beijing in National College Student E-Business Competition.
- September 2014–June 2016 **TEDxBUPT**, *Core Member*.
Managed the official social-media account of TEDxBUPT, analyzed followers' visiting data and reading habits to choose the appealing theme and released time. I also held activities with team members.

Selected Projects

- June 2016 **Animated Adventure Computer Game**, *Designer & Programmer*.
Designed the content structure, interactive pattern, UI, characters and all art materials. Programmed the core functions of operation, character actions, animation trigger, sound effect in Unity3D.
- March–May 2016 **Image Processing Software**, *Independent Developer*.
Built an integrated image processing program; Wrote GUI by using Qt Creator. Effects supported include transformation, grayscale, contrast adjustment, blurring, artistic expression, etc.

June 2016 **Java Application of Singing and Voice Processing**, *Team Leader*.
Built and improved a Chebyshev band-stop filter to eliminate human voice from song by using MATLAB. Programmed core functions of sound record, play, and remix; Mapped FFT spectrogram in Java.

Honors & Awards

2015	Second Class Scholarship	<i>BUPT</i>
2016 & 2014	Third Class Scholarship	<i>excellent command</i>
2016	1st Prize	<i>University Student Innovation Competition of BUPT</i>
June 2016	Super Prize of Beijing	<i>National College Student E-Business Competition</i>
2015	Vice Minister	<i>Volunteer Union of BUPT</i>

Computer skills

Languages	C/C++, Java, MATLAB, SQL, JavaScript, HTML, \LaTeX
Tools	Visual Studio, Eclipse, Microsoft SQL Server, Qt Creator, Wireshark, Unity3D, Photoshop, After Effect, Illustrator, Premiere, 3Ds Max