

# LI HAO CHENG

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## PROJECT

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### Ango Open Source Develop

### Software Develop

**Project Introduction:** Github 22k stars

**Personal Work:** Independently discovered and corrected the issue of conflicts between AI generated commands and actual Python code in tools such as Shell and File in multiple AI scenarios, resulting in unrecognizable instructions. The internal parameter design in tools was rewritten to optimize the prompt of AI; Based on the actual situation in China, BaiduSearch Tools has been newly created (with the tags 'Enhancement' and 'Good Issue' obtained)

**Achievement:** The Baidu search tool for the Ango framework created is the first Chinese search engine support among similar products

### AI Agents for Researcher

### Full-Stack Develop

**Project Introduction:** leading a team to develop AI agents tailored to each aspect of paper retrieval, code usage, and seed selection for researchers.

**Personal Work:** Using Phidata and handwritten Pubmed Tools in Python language to achieve retrieval requirements for URLs, Summary, and Title of researchers, 30 papers were summarized in one go; Created a virtual environment using Docker, manually implemented and improved the workflow based on AutoGPT, and was able to automatically convert natural language into suitable Shell or Python languages and execute them in containers; Designed a device for seed testing and implemented automatic generation of seed testing programs using AI and openCV. After collecting images, the traits can be obtained through automatic processing; Designed the front-end and back-end using Flask, HTML, CSS, and JS; Fine tune the model and implement RAG to enhance its ability to answer questions from researchers.

**Achievement:** 1. Paper retrieval saves time on searching and selecting keywords, allowing time to focus on intensive reading. 2. The code achieves direct results for one sentence per file with an accuracy rate of 85%. 3. It realizes fully automated seed testing with an accuracy rate between 99.9% and 96.4%, increasing the accumulation speed of germplasm information by 300% compared to before. 4. It has been promoted to researchers and has been used and praised by hundreds of people.

## INTERNSHIP

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### OnePano

### Backend development and Agent development

**Personal Work:** Responsible for the research and development, design, and network information exchange of the AI part, to meet the local deployment of game localization 1-7B models (including Fine tune) and optimize the implementation of functions (RAG, Tools, Memory, Structured Output). Taking into account the performance requirements for localized deployment of Unity, the level of development of the Agent framework in Unity, and the connection between Python and Unity, manual implementation of AI for games should be efficient, targeted, emotionally responsive, and able to reference corresponding background knowledge. Design backend communication and API processing modules.

**Achievement:** In the case of being the first in the industry to develop an Agent framework in Unity, we explored and implemented local arbitrary model deployment, API deployment, and Agent frameworks corresponding to the two methods to reduce the development burden on game developers. 2. Optimize RAG by using structured query language, which can provide emotional responses for AI while also attaching corresponding background knowledge, achieving a "confident and elegant" approach. The time from the beginning to the end of the reply should be controlled within 7 seconds. 3. Implement Unity's backend dual threaded streaming output using py, which reflects market control within an average of 2 seconds in practical use. Achieved user imperceptibility, excellent experience, and comprehensive content.