Yibin Li

(510) 9449278 || liyibin516@berkeley.edu

Education

University of California, Berkeley, Berkeley, United States   August 2017-May 2021
Bachelor of Science, Electrical Engineering and Computer Sciences

Courses: CS 61B: Data Structure, CS 188: Artificial Intelligence, CS 170: Efficient Algorithms

Skills

Computer Programming: Python, Java, JavaScript, SQL
Machine Learning: Pytorch
Data Analysis: matplotlib, pandas, numpy, beautifulsoup

Projects

Blackjack AI (side-project)
- Simulated blackjack game in Python using advanced AI as opponent, played in console (terminal)
- Created the entire game by myself, and devised a learning agent to understand player's behaviors
- AI wins 75% of the time against rational human players

Language Identification
- Used a recurrent neural networks (RNN) in Python to classify words in 5 languages
- Trained neural network with gradient descent optimization algorithm
- RNN reaches 86% accuracy using automated generated text input

Cryptocurrency Tracking App (side-project)
- An app that displayed cryptocurrency market based on real-time coinmarketcap API information
- Designed the app in React Native; app works perfect in IOS and Android

Experiences

UC Ergonomics Lab, Berkeley, CA   June 2019 – Present
Machine Learning Research Intern
- Time-series human actions recognition with PyTorch deep learning models from IMU sensors data
- Residual neural network reaches 92% accuracy with transfer learning among 24 activities

Flourish (Fintech Startup), Berkeley, CA   June 2018 – May 2019
Software Developer Intern
- Contributed to the first version of mobile app design using React Native
- Implemented a "dodgeball" game in JavaScript, deployed on AWS for a better testing environment
- Customized app screens for bank account user interface
- Improved the app by integrational testing in Android Virtual Device (AVD) and manual

DJI Innovations Science and Technology Co., Ltd, Shenzhen, China   July 2017
Robotics Engineer, Intern
- Organized a team of 8 to do robots design (mechatronics and algorithm) for robotics competition
- Built automatic robots that collect and launch projectiles in an obstacle-filled battleground
- Fabricated robots frame using fiber engraving machine (engraved carbon fiber plates and acrylic plastic) and various tools
- Achieved second place in the final team competition among 6 teams

Campus Activities

Robomaster at Berkeley   October 2018 – Present
Co-founder, President
- Lead a team of 15 to participate ICRA Robomaster AI Challenge 2019 in Canada
- Implemented a distance calculation algorithm for the stereo camera in c++
- Image data augmentation and processing for computer vision

Awards

2019 ICRA Robomaster AI Challenge Finalist, 2nd prize   May 2019
1st Make Ship Happen (MASH) Berkeley LAUNCH's Startup Makeathon, 2nd prize   March 2018