

Mengqi Li

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Objective

Applying my technical skills in Computer Science to build scalable and robust applications to meet customers and companies' needs. Furthermore, to search for next-generation technical solutions which could provide more value to our customers and company.

Education

Udacity – Nanodegree Programs – <http://www.udacity.com/> 01.2017 – present
Android Developer (Provided by Google)

University of California, Irvine 09.2014 – 03.2017
B.S. Computer Science
Specialization in Computer Architecture and Embedded System

Santa Monica College 02.2011 – 06.2014
Computer Science

Skills

Programming Languages: Python, Ruby, C++, C, Objective-C, Java, XML, SQL, Haskell, Prolog, HTML, PHP, Assembly

Programming Tools: Sublime Text, Android Studio, Xcode, Eclipse, MS Visual Studio, ModelSim-Altera, MySQL, Dreamweaver

Office Tools: MS Word, Excel, PowerPoint

Operating Systems: Windows, Windows Server, Mac OS X, Ubuntu, CentOS

Languages: Business level in English.
Native level in Mandarin.
Elementary level in Japanese.

Internship Experience

Myriad Group AG (Chengdu, China) – Software developer in the team of Test Automation
06.2013 – 09.2013

Help company to eventually deliver quite a few key modules to their proprietary auto-test platform.

Volunteer Activity

Phi Theta Kappa (PTK), SMC – Premium Member
09.2012 – Present

Projects

Computer Architecture:

- Complete MIPS Processor (VHDL) 06.2016
Designed and implemented a multi-cycle control unit and integrate it with the data path for a complete CPU.
- CPU Scheduling Simulator (JAVA) 05.2016
Implemented the CPU scheduling algorithms: FCFS, SJF, RR and Priority.

Embedded System:

- FPGA Board Development (VHDL) 03.2016
Implemented a digital clock using VHDL on a FPGA board.

Web Application:

- Search Engine: Ranker and Web Interface (Python, HTML, CSS) 03.2017
created a web based search engine and combined with Tokenizer and Crawler. The search engine will show top 5 web page after ranking the information.
- Search Engine: Web Crawler (Python) 02.2017
Implemented a web crawler to get the information from web pages.
- Search Engine: Text Tokenizer (Python) 01.2017
Implemented a text tokenizer to phrase and count the words in documents.
- Proxy server (C) 08.2016
Implemented a web proxy by using C
- Database login system (Python) 03.2016
Implemented a login system with a user interface.

Multi-Processing:

- Sobel Filter for edge detection (C++) 03.2017
Implemented the Sobel Edge Detection algorithm using MPI.
- Dinning Philosophers Problem (C) 02.2017
Used C to solve the Dead Lock Problem in the Dinning Philosophers Problem with multi-processing.

Mobile App:

- Popular Movies (Android) 03.2017
Designed an app to show the popular movies' list with movies' information.
- My App Portfolio (Android) 01.2017
Designed and built a layout in Android Studio for my app portfolio.
- Memo APP (Objective-C) 11.2013
Used Objective-C to design a Memo APP on iPhone for course final project.

Artificial Intelligence:

- Connect-K Game AI (C++) 11.2016
Implemented AI for the Connect-K game.

General Application:

- Proprietary Auto-Test Platform (Java) 08.2013
Implemented few key modules of proprietary auto-test platform for the company by using Java to test some Android Apps, collect error message, and generate report.

Hobbies / Interests

- Reading, watching movies, building Plastic Models, cooking
- Taking part in volunteer events