Hang LI

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Address: 38 High Street, Toowong, Queensland, Australia, 4066

Educational Background

The University of Queensland (Australia)

07/2019 - Present

• Pursuing Master of Science in Computer Science (GPA 6.7/7)

The University of Minnesota, Twin-Cities (United States)

08/2012 - 05/2016

- Bachelor of Science in Computer Science; (Software Engineer & Database Management) (Top 25% in Major)
- Winner of Global Excellence Scholarship for four consecutive years (2012-2016).

Work Experience

The University of Queensland (St. Lucia, QLD, Australia)	11/2019 – Present

Position: Research Scholar

Henan She Chuan Technology Co., Ltd. (Zhengzhou, Henan, China)	07/2018 - 07/2019
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Position: Full Stack Developer Lead

Shenzh	en Dianmao	Technology	Group (Shenzhe	n, Guangdong,	China)	06/2017 - 03/2018
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Position: Backend Developer

First Capital Fund Management CO.	LTD (Shenzhen,	Guangdong, China	08/2016 - 06/2017

Position: Full Stack Developer

The Velocity Tech Solutions Inc. (Roseville, Minnesota United States) 02/2016 – 07/2016

Position: Software Developer

Paper

[1] Hang LI (Li, 2017), Comparison of DFS and Backtracking DFS, *Digital User*, ISSN 1009-084, November, 2017. (Wan Fang Database included).

Abstract:

The efficiency of Depth-First-Search depends a lot on is there a pruning process in the search algorithm. Usually, if there is no pruning in the Depth-First-Search algorithm, the efficiency will be worse than the one with pruning process. This paper mainly addresses on comparison of the two search algorithms, Depth-First-Search and Backtracking Depth-First-Search. At the meantime, the comparison of Breadth-First-Search and Backtracking DFS search are processed. Three Sudoku Solvers using Depth-First-Search, Breadth-First-Search and backtracking Depth-First-Search written in Python are used as experiment tools to illustrate the comparison in this paper via solving different levels of Sudoku Puzzles (Li, 2017).

Reference:

Li, H. (2017). Comparison of DFS and Backtracking DFS. Digital User, 23(41), 5.

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