# Hang LI

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## **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 (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)
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11/2019 - Present

**Position: Research Scholar** 

Henan She Chuan Technology Co., Ltd. (Zhengzhou, Henan, China)

07/2018 - 07/2019

Position: Full Stack Developer Lead

Shenzhen Dianmao Technology Group (Shenzhen, Guangdong, China)

06/2017 - 03/2018

**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.

https://doi.org/10.3969/j.issn.1009-0843.2017.41.248