

LI SHUHE

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EDUCATION

The Chinese University of Hong Kong Master of Computer Science Department of Computer Science and Engineering	Sep. 2019 – Jun. 2020
The Chinese University of Hong Kong Bachelor of Computer Science Department of Computer Science and Engineering	Sep. 2014 – Jun. 2019

EXPERIENCE

The Chinese University of Hong Kong, NT, Hong Kong Department of Computer Science and Engineering Research assistant Instructor: Bei Yu Language and tools: Python, Tensorflow - Implemented capsule network proposed in <i>Dynamic Routing Between Capsules</i> - Explored advanced architecture and routing algorithms for capsule network - Tested and summarized the performances of capsule network and other convolutional neural networks	July 2018 – Sep. 2018
Sengital Limited, NT, Hong Kong Software engineering intern Language and tools: JAVA, Objective-C, Unity - Developed mobile application for Hong Kong Post Office - Developed interactive photobooth software for Photobooth Hong Kong - Led team to do research on image recognition and video processing - Proposed fast football detection algorithm used on mobile device - Built augmented reality game on Windows, Android and iOS	Aug. 2017 – June 2018
Hong Kong Elite Athletes Association Website developer Language and tools: JavaScript, HTML, Node.js, MongoDB - Built and maintained the platform for communicating between teachers and organizations	Aug. 2017 – Sep. 2017
The Chinese University of Hong Kong, NT, Hong Kong Department of Computer Science and Engineering Research assistant Instructor: Bei Yu Language and tools: Python, Tensorflow - Built generative adversarial network for optical proximity correction - Synthesized training layout based on the design specifications from existing 32nm M1 layout topologies	May 2016 – Sep. 2016
The Chinese University of Hong Kong, NT, Hong Kong Department of Computer Science and Engineering Research assistant Instructor: James Cheng Language and tools: C/C++ - Implemented graph algorithms for distributed computing system	May 2015 – Sep. 2015

PUBLICATIONS

Conference Papers

- [1] Haoyu Yang, **Shuhe Li**, Yuzhe Ma, Bei Yu and Evangeline F. Y. Young, “GAN-OPC: Mask Optimization with Lithography-guided Generative Adversarial Nets” ACM/IEEE Design Automation Conference (**DAC**), San Francisco, CA, June 24–28, 2018.

SKILLS / STRENGTHS

Language	Python, C/C++, Java, JavaScript, Objective-C, \LaTeX
Operating System	Linux/UNIX
Tools	Git
Professional	Self-motivated, creative