

Jiannan Li

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jchrisli.github.io

OBJECTIVE

Full-time software developer position, ideally related to user interface and interaction design

EDUCATION

University of Calgary

2012 – 2015

Calgary, Canada

GPA: 3.94/4.00

M.Sc in Computer Science, specialized in Human-Computer Interaction

Southeast University

2008 – 2012

Nanjing, China

GPA: 86/100

B.Eng in Electronic Engineering, specialized in Sensing and Control Technology

WORK EXPERIENCE

Lenovo Corporate Research

Intern of User Experience Innovation Team

2014.10 – 2015.1

Beijing, China

- Developed a gesture recognition algorithm for auxiliary touch sensors on Android
- Built a camera app and a video player app controlled by the auxiliary touch sensor
- Worked closely with interaction designers to develop the interface of a gaze-controlled entertainment system with C#/WPF
- Developed interface features for an Android-based smart home appliance

Interactions Lab, University of Calgary

Research Assistant

2012.9 – 2015.2

Calgary, Canada

- Built a transparent display research prototype with C#/WPF, which included:
 - motion tracking and touch recognition algorithms
 - communication protocol and program for coordinating distributed displays
 - gallery application for demonstration
 - user study software
- Processed, analyzed, and visualized user study data with Python and SPSS

Laboratory of Virtual Reality, Southeast University

Research Assistant

2011.8 – 2012.4

Calgary, Canada

- Developed a vehicle terrain trafficability system with Unity3D (scripts in C#)
- Developed a urban traffic simulation tool with Unity3D (scripts in C#)

RELEVANT COURSEWORK

Museum augmented reality
Course: Ubiquitous Computing, 2012

- Developed a system with C#/WPF/Kinect SDK that presented descriptive visuals for exhibited items on the showcase
- Tracked people's head and modeled the 3D space so that the visuals are shown on people's line of sight
- Implemented a system with C#/WPF that allowed a group of network-connected users to videoconference, exchange messages/files, and draw on a shared canvas.

Distributed planning and
videoconferencing system
Course: Computer-Supported
Cooperative Work, 2013

Human Development Index
Visualization
Course: Information Visualization, 2012

- Made a tool with HTML5/JavaScript that visualized the data set of the Human Development Index of 189 countries
- Interactive sorting, grouping, and multi-dimension comparison of data.

SKILLS

- Software development with C#(Windows/Windows Phone), Java(desktop/Android), Python, C++, JavaScript(web browser/Node)
- Data analysis and visualization with Python, SPSS, and HTML5 canvas
- Game development with Unity3D engine
- Fluent in English and Mandarin

RECOGNITION

Award

- 2013 and 2014 University of Calgary Graduate Research Award
- Southeast University Zhang Guiping Award for academic excellence

Publication

- Two academic papers published at top human-computer interaction conferences

COMMUNITY SERVICE

- Volunteer translator for Calgary Chinese Merchant Association Flood Recovery Expo
- Vice President Internal of University of Calgary Computer Science Graduate Society
- Academic paper reviewer for three top human-computer interaction conferences