Liang Li

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Objective

A self-motivated new graduate with solid programming experience looking for a Software Engineer position

Skills

Web Development	Proficient in Python, Familiar with HTML/CSS, Django, MySQL and Bootstrap
Programming language	C/C++, Python, Matlab, R, Flash Actionscript, Visual Basic, Verilog HDL, Assembly
Misc Technologies	MapReduce, Linux, Regular Expression, TCP/IP, Web Crawler, Git/Github, SVN

Experience

Signal Integrity Engineer Intern **Cisco System, San Jose, CA** **May. 2015 – Dec. 2015 (Expected)**

Improved data processing efficiency and shortened the time of manual test using Python
Performed statistical analysis and simulation of high speed signal in link/physical layer for core router/switch products

Graduate Research Assistant **ECE Dept. MST** **Aug. 2013 – May. 2015**

Developed a numerical model and software for FCC regulation test using Matlab, delivered software to Huawei as main developer
Studied different heuristic optimization algorithms to model radiation of electronic device
Published 3 papers to IEEE international symposium (won best student paper award) and delivered 3 presentations

Software Developer Intern **H3C, Wuhan, China** **Sep. 2012 – Jan. 2013**

Participated in Comware PPPoE Server project which developed Point-to-Point protocol over Ethernet (PPPoE) on H3C Comware distributed platform. Including kernel architecture and user space design
Completed parsing commands in CLI interface using C/C++

Projects

Web Development with Front/Back-end **Freelancer** **June. 2015 – Sep. 2015**

Developed a website for ontheway project using Django framework in Python
Implemented both front-end and back-end using HTML/CSS, JavaScript, Bootstrap, MySQL
Designed a crawler for website auditing using Python, collected data of specified keywords and search option

TCP Congestion Control **Course Project** **Oct. 2011 – Dec. 2011**

Developed a flash demo to show two TCP congestion control algorithms used in TCP/IP protocol
Implemented Reno and Tahoe algorithms using Flash Actionscript

Customizing Linux System **Course Project** **May. 2012 – Aug. 2012**

Customized Linux kernel and file system with specified functionality and limited system size
Built a Linux system from CentOS 3.2.18 source code with kernel less than 3MB and file system RAMDisk less than 24MB
System supported booting from flash drive, multi-user login, accessing Windows partition and SSH

Operating System Algorithms Simulation **Course Project** **May. 2012 – July 2012**

Simulated process, memory and storage management algorithms using C++ console program
Implemented algorithms including FCFS, Shortest job first, Priority based scheduling, LRU, FIFO etc.
Implemented banker's algorithm with GUI using MFC in Microsoft VS2008

Education

Missouri University of Science and Technology (University of Missouri – Rolla) **Aug. 2013 – Present**

M.S. Electrical and Computer Engineering GPA 4.0/4.0

Huazhong University of Science and Technology **Sep. 2009 – May. 2013**

B.S. Electrical and Computer Engineering GPA 3.8/4.0

Related Coursework

Data Structure and Algorithm	Advanced Programming Language	Operating System
Computer Networking	Principle and Design of Embedded System	Data Mining
Digital Image Processing	Principle of Microcomputer and System Design	Regression Analysis

Awards and Additional

Best student paper award in 2015 IEEE EMC&SI symposium
Outstanding academic performance scholarship for 2 years, China
Certified Network Engineer (Mid-level), China
Full fellowship as research assistant
National encouragement scholarship, 3%, China
National Student Stipend, China