Jinwu Li

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Education:

09/2012 – 08/2013: (Ongoing)	School of Computer Science and Statistics, Trinity College Dublin, Ireland MSc Mobile and Ubiquitous Computing
09/2010 – 06/2012:	School of Computing, Dublin Institute of Technology, Ireland Bsc(Hons) Computer Science(First class honor)
09/2008 – 07/2010:	Harbin Institute of Tech, China Software Engineering, Result: 92%; continue study at DIT

Skills:

Languages: C/C++, Java, C# & ASP.NET, PL/SQL, HTML & CSS, Python, JavaScript

Other: RESTful API, Machine Learning, Robotics, Penetration Testing, problem solving

Work Experience:

Android and Rails developer at Popdeem (May 2013 - Now)

Working in a startup that focuses on building a social rewards application. Developed an Android app called "Popdeem" that allows users share their experiences in local stores on Facebook and Twitter in order to redeem rewards. Also developing Rails application for apps and brand admins. More information about the app can be found at: http://goo.gl/i6hal

Part-time Software developer at Senddr.com (Nov 2012 – Feb 2013)

Responsibilities including: using ASP.NET to develop and maintain secure.senddr.com, writing store procedures to query and update data, testing the backend applications, and using JavaScript to exchange data with servers and interact with users.

Software engineer intern at Susquehanna International Group, LLP.(SIG)

(Feb 2011 – Aug 2011)

Working under Windows environment, exposed to wide range of techniques: .Net programming(C#), Interaction with Oracle 11g DB, IIS configuration, working with RESTful API, Interaction with MS outlook API, Gathering information into "Wiki" website using ASP.NET. Duties include developing financial analytics tools, automating working processes for traders and maintaining existing C# programs.

Work in a team of three interns, responsible for application's business logic

- Set up daily objectives, discussed implementation tradeoff
- Worked closely with traders, scheduled regular meetings to understand functional requirements, worked under agile development environment.

Projects:

Knowledge model for LinkedIn public profiles(2013, Research project for Master dissertation): Python. Ongoing

- Design and develop Ontology for LinkedIn.com public profiles.
- Knowledge graph will be generated to provide dynamic query.
- Data mining and Ontology engineering techniques were applied to achieve data accuracy, interoperability and concept mapping.

Robotics lecturing assistant(2012, Final year project): Java & C

Design a robot that can find lecture room so that to help disable lecturers display lecture notes on wall

- Multiple sensors are used; include color sensor, camera, ultrasonic sensor, etc.
- A projector will be mounted on the robot and its projection angle will be changed according to the distance between the wall and the height of the whiteboard.
- Used Bluetooth to connect to PC remotely, so that massive calculation jobs such as image processing can be handled quickly.
- Used ARToolKit for marker recognition and direction calculation, implement Bayes filter for dynamic map building.
- Implemented an A* algorithm to find the shortest path.

Monitoring host machine statistics(2011): Team Project, C#

A desktop application which retrieves host machine logs and generate summery charts.

- Simplified development process and improved user experience using DevExpress (a third party feature rich API for UI enhancement)
- Retrieved and cached data set using ADO.NET to improve performance.
- Responsible for data retrieval and storing, learned to communicate effectively with the UI designer and another team mate who implemented event handler.

Achievements:

- Annual scholarship winner in each academic year (at HIT, China).
- **Two years first prize winner in Irish Collegiate Programming Contest, (2011 and 2012).**
  An algorithm intensive, high-pressure contest includes wide range of problem solving techniques, including but not limited to: classic algorithms, computational geometry, and mathematical induction. Our team has to analyze the problems, find the best solution and implement it, and finally test the program within a short period of time.

References: available on request