Meiziniu Li

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EDUCATION

Huazhong University of Science and Technology (HUST)   **Wuhan, China**

B.Eng., School of Artificial Intelligence and Automation, Qiming College   09/2016–06/2020

GPA: 3.88 / 4.0 | Four-year Outstanding Volunteer, Outstanding Student Cadre for two years

Selected Coursework: Data Structure, Computer Network, Computer Organization and Architecture, Pattern Recognition, Digital Image Processing, Object Orient Program Design

Undergraduate Project: Weakly Supervised Temporal Action Localization

RESEARCH EXPERIENCE

Human-Computer Interaction Initiative, Hong Kong University of Science and Technology   07/2019-09/2019

Research Intern

- Conducted a literature review of 94 papers and built a 20-dimension framework on potentials of AR in paper products.
- Conducted crowdsourcing (over 5000 participants) and workshop with designers and AR experts, data prediction, visualization (Python, JavaScript).
- Achieved user study analysis of online chatting system based on natural language processing.

Ace Accessible Technology Co., Ltd.   01/2019-03/2019

Development Intern, Application of a recognition system with speech and touch interaction for visually impaired persons

- Developed an interactive system for visually impaired persons, applied text and image recognition on the system.
- Achieved voice control interaction based on game "Tiao Yi Tiao".

School of Computing, National University of Singapore   07/2018-08/2018

Summer Workshop, 2D Videogame Development/Digital Image Processing/VR Development

- Led a four-person team to create a 2D Videogame based on WebGL Game Engine through fast iteration.
- Designed a car-game scene on Unity, and achieved gesture interaction using OpenCV and TCP on Unity.
- Ranked top 20% of all students including postgraduates.

PROJECTS/COMPETITIONS

C language development on DOS system, HUST   09/2017-11/2017

- Established a parking simulation system in DOS system with C, wrote over 6000 lines of code as a beginner and ranked top 10% among 300 students.

Smart Car Competition, HUST   10/2016-12/2016

- Designed an auto-search smart car based on Renesas RX23T as a four-member team leader.

PUBLICATIONS

H., Feng, Y., Chen, **M., Li**, X., Ma. *PaperPlus: Exploring the Design Space of Technologically Augmented Paper*, ACM Conference on Human Factors in Computing Systems (CHI 2020) (submitted)

T., Kim, H., Kim, Q., Guo, W., Yang, **M., Li**, X., Ma. *Tomi: Understanding the Effect of Topic Suggestion on Mediated Conversations in Online Dating*, ACM Conference on Human Factors in Computing Systems (CHI 2020) (submitted)

ACTIVITIES/VOLUNTEERS

Member, Student International Communication Association, HUST   03/2017-present

- Taught international students Chinese, organized activities and orientation programs for international students

Co-chairman, Minister of the Academic Department, Student Union, HUST   12/2017-12/2018

- Organized C Language Programming Competitions, Graffiti Carnivals, etc. (Over 500 people participated in each activities).

Volunteer, 2019 Artificial Intelligence Conference and Entrepreneurs Summit Forum of Chinese Optics Valley   05/2019

Volunteer Teacher, Aid Education program in Xiajiang Village, Hunan Province, China   07/2017-08/2017

SKILLS & HOBBIES

Programming Languages: Python (Proficient), JavaScript, C

Certifications: Level 3 in Network Technique, National Computer Rank Examination

Tools: OpenCV (Proficient), MATLAB, PyTorch, Matplotlib **Hobbies:** Piano (Level 8, 7 years); Guitar; Singing;