

Hangqian Li

About / 中文简历 / Resume / Contact

EDUCATION

EPFL(Ecole polytechnique fédérale de Lausanne)	August 2020 - Present
Master's Degree of Digital Humanities	Lausanne, Switzerland
GPA: 5.1/6.0	
Sprachinstitut 2000 (German Language course)	Oct 2019 - May 2020
A1, A2, B1	Darmstadt, Germany
Harbin Institute of technology (哈尔滨工业大学)	Sep 2013 - Jul 2017
Bachelor's Degree of Engineering in Digital Media Technology	Harbin, China
GPA: 3.3/4.0	

WORKING EXPERIENCE

Tencent AI lab Computer vision center	Shenzhen, China
Technology Research	July 2021 – Now
<ul style="list-style-type: none">• Research on neural rendering and digital avatar reconstruction	
Evergrande Group	Shenzhen, China
Application System Engineer	Apr 2018 – October 2019
<ul style="list-style-type: none">• Participated in the Construction of AI Service Robot in Evergrande Group(a group key project), .• tested the accuracy of the answer, and found the factors that can affect its behavior and then trained the robot to raise the answer accuracy.• Data Analysis for the AI Robot Usage.Take measures namely to increase the user activity.• Managed the project of the meeting reservation system, including requirements collection, system design, implementation&testing, verification.	
Product Manager	Aug 2017 – Apr 2018
<ul style="list-style-type: none">• Collected requirements and designed solutions for Internet micro-credit products.• Field research on target users' using habits of micro-credit products.	

PROJECTS

Twitter based COVID-19 vaccine hesitancy analysis in the U.S.A.

March 2021 - June 2021

- Collect Tweets according to different hashtag
- Analysis on public hesitancy on different COVID-19 vaccine
- Analysis on public hesitancy in different regions of the U.S.A. on COVID-19 vaccine

Research on procedural generating Venice using Houdini

October 2020 - December 2020

- Roof generator
- Window generator
- Simplified building generator
- Venetian city generator

Research on Procam

October 2020 - Jan 2021

- People detection using Yolov3
- Camera calibration
- Social distance detection
- Social risk heat map generation

Research on the relationship between sentiment classification of Chinese news and stock price based on SVM

Nov 2016 - Jun 2017

- Used the knowledge of natural language processing, probability theory and algorithm to calculate the news sentiment tendency of one particular stock.
- Compared the relevance of the later five trading days' stock trend and the news' emotional tendency.

Design of an AR Application called Learning Interest

Mar - July 2016

- Modelled the animated characters, and added animation to the characters.
- Designed the booklets for the Application to identify.

A 4-minute computer-animated film(A penguin can fly)

Oct 2015 – Feb 2016

- Designed the story line, animation scripts. Built the cartoon characters' model with Maya.
- Studied on the animation performance and authenticity of ice and characters under different parameters namely materials, lighting, texture mapping in Maya.
- Edited, added sounds and special effects.

Design of Industry and Commerce Administration Information System

Nov 2013 – June 2014

- Developed a web social app based on PHP.
- Stored users, case details and other information with MySQL database.
- Utilized HTML/CSS, and Bootstrap template for front-end implementation.

HONORS

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| [1] 1st prize of Chinese College Computer Design Competition(Digital Media) | Jul 2016 |
| [2] 2nd prize of Chinese College Computer Design Competition(Animation& Computer Games) | Aug 2016 |

SKILLS

Programming Languages: Python, C++

Tools: Matlab, pandas, pytorch, Yolov3(visual detection framework), Houdini, Maya

LANGUAGES

Chinese: Mother Language

English: C1

German: B1

French: A1

Page design by Neil