Qianyun Gong

(401) 910 7943 | qianyungong@outlook.com | linkedin.com/in/qianyungong

EDUCATION

Brown University, Providence, RI ***Expected 05/2027***

Master of Science in Computer Science, Pathway in Artificial Intelligence

University of Nottingham ***09/2021 - 06/2025***

Bachelor of Science with Honors in Computer Science with Artificial Intelligence (Dual-degree 2+2 Programme)

- GPA: 3.8/4.0
- Core Courses: Artificial Intelligence, AI Method, Computer Vision, Operating Systems, Developing Maintainable Software, Software Engineering, Data Structure & Efficiency, Programming & Algorithms, Mathematics for CS

SKILLS

Language Proficiency: Mandarin Chinese (Native), English (Fluent)

Computer Skills:

- Front-end: HTML, CSS, JavaScript, Java Swing, JavaFX
- Back-end: Java, C, Python, C++, Unity, SQLite, Git
- Others: Machine Learning (NumPy, PyTorch), Object-Oriented Programming

PROFESSIONAL EXPERIENCE

Huawei Technologies Co., Ltd., Wuhan, Hubei, China ***07/2024 - 09/2024***

Software Development Engineer Intern - AI-Assisted Learning

- Co-developed an internal LLM Q&A tool to improve knowledge governance, data import, and performance evaluation.
- Conducted knowledge governance and data cleaning (Python, SQL), integrated new data sources, and optimized the knowledge corpus to reduce redundancy and inconsistencies.
- Evaluated 2 AI models to enhance accuracy and recall, selecting the more stable and accurate platform for deployment.
- Identified and resolved issues in the knowledge corpus, improving the accuracy of responses.

PROJECT EXPERIENCE

Android-Based Multi-Constraint Intelligent Scheduling for Amateur Sports Competitions ***10/2024 - 05/2025***

Individual Project | University of Nottingham, Department of Computer Science (Supervisor: Dr. Dario Landa Silva)

- Developed an Android application in Java to automatically generate match schedules under real-world constraints (venue availability, referee rotation, team rest intervals, fairness rules).
- Formulated the scheduling task as a multi-constraint optimization problem and applied Metaheuristic algorithms (Simulated Annealing + heuristic refinement) to improve schedule fairness and reduce conflicts.
- Built an intuitive Android UI enabling organizers to visualize schedules, adjust match assignments, and update arrangements in real time.

Software Engineer: The Snake Game ***10/2023 - 12/2023***

Independent Developer | University of Nottingham, Department of Computer Science (Supervisor: Dr. Horia Maior)

- Developed a fully functional Snake Game using Java (Maven, OOP) with UI implemented in JavaFX / Java Swing.
- Created multiple game interfaces, difficulty levels, and AI-controlled enemies that can be shot for points.
- Implemented local storage for user scores to allow real-time display and competition among players.
- Built accessible UI features, including colour-blind themes and voice prompts to support visually impaired users.
- Wrote JUnit tests to identify and fix bugs to ensure smooth gameplay.

CNN-based Brain Tumour Segmentation Network ***07/2022 - 08/2022***

Computer Vision Team Member | Deep Learning | Imperial College London (Supervisor: Prof. Yike Guo)

- Performed data preprocessing and augmentation (random rotation, flipping, brightness/contrast adjustments) to enhance the training dataset.
- Trained and fine-tuned a MobileNetV2-based U-Net with Dice loss, achieving 19% out of 20% in segmentation accuracy.
- Conducted cross-validation and contributed to the final project presentation, earning a Best Presentation Award and A-distinction grade.

LEADERSHIP & ACTIVITIES

Computer Psycho Union, UNNC ***09/2022 - 06/2023***

President

- Managed approximately 40 members, oversaw recruitment and interviews, and led promotional events.
- Organized weekly CS workshops and guest lectures, while delivering small lectures myself on computer science topics.
- Hosted a university-level C programming competition and provided training to over 50 participants.