Qianyun Gong

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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:

- Back-end: Java, Python, C, C++, Unity, SQLite, Git
- Front-end: HTML, CSS, JavaScript, Java Swing, JavaFX
- Others: Machine Learning, Deep Learning, Object-Oriented Programming, Computer Vision, Computer Graphics

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.
- Collaborated with cross-functional teams to diagnose failure cases in AI responses and refine data quality and retrieval logic, directly improving end-user performance.

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** app using **Java** to solve multi-constraint amateur sports scheduling problems (venues, team rest intervals, fairness, preferences).
- Implemented **Simulated Annealing** and **heuristic refinement** to optimize match fairness.
- Created a real-time App UI for visualizing conflicts and manual schedule adjustments.

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

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

- Built a full-featured game with AI enemies, local persistence, and accessibility themes using **Java (Maven)**, **Java Swing** and **JavaFX**, conducting requirements analysis, UI design, coding, and testing individually.
- Designed the UI with accessibility features for colour-blind users and visually impaired players.
- Implemented rigorous **JUnit** testing for game logic stability.

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

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

- Collaborated to classify and segment brain tumor using **Python** (**Numpy** and **Tensorflow).**
- Collaborated with the team to utilize a **MobileNetV2-based U-Net** model with **Dice Score** as the loss function, and to optimize the model using the **Adam optimizer**, contributing to the efficient and accurate segmentation of brain tumours in medical images.
- Performed **cross-validation** to assess the model's accuracy, achieving a segmentation accuracy of 19% out of 20% and a model design score of 18% out of 20%, winning the **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.