QIAORAN (LI) ABBATE

Recent M.Sc. Graduate in Computer Science

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EXPERIENCE

Graduate Assistant — Rochester Institute of Technology
📅 August 2018 – Ongoing   ℹ Part-time   📍 Rochester, NY

Open-source Project
Implementing homomorphic encryption api in Apache Spark
All git users. **Technology - Java, Python, C++, Json**

Computer Vision
Formulated labs and graded for CSCI-431
2 undergraduate classes. **Technology - Python, OpenCV**

Advanced Java
Lectured and graded for CSCI-605
4 graduate classes. **Technology - Java**

Development Engineer — EMA Design Automation
📅 July 2016 – June 2017   ℹ Full-time   📍 Rochester, NY

Data Wrangling and ELT
Performed data manipulation and transfer on EE schematic data
Snapchat, Whirlpool, etc. **Technology - MSSQL, XML**

Dashboard for Sales and Hiring
Developed sale and field engineer density map to aid hiring goals
Company managers and CEOs. **Technology - Tableau**

Software Consulting
Setup and train client's EE team with self-developed 2 day workshop, and gather worthy feature improvements for the dev. team
2 onsite, 8 remote companies. **Technology - CAD Capture**

Information Technology Analyst — City of Rochester
📅 June 2014 – June 2015   ℹ Co-op   📍 Rochester, NY

Crime Investigation Portal
Created data cube on legacy police data, and visualized on SSRS
Monroe county police. **Technology - MSSQL Stack**

PROJECT

Turns and Stop Detection on GPS Data with ML and Google Map
Classified turns and stops based on Arduino generated GPS message with 90% accuracy using agglomeration.   Learn more

Android Security Evaluation App with ML
Developed rule-based ML algorithm to identify risking apps in Android Studio.   Learn more

Music instrument Classification with Deep-learning
Developed deep learning models to classify music instrument on NSynth Data-set with a 64.8% accuracy.   Learn more

Sudoku Puzzle Detector with Computer Vision
Developed computer vision algorithm that successfully detect and solves Sudoku Puzzles on Newspapers in Matlab.   Learn more

Breakthrough Board Game with Java
Developed chess-like boardgame as desktop application using Java.   Learn more

Can't click on the links? All projects can be found on my github site

EDUCATION

M.Sc. in Computer Science
Rochester Institute of Technology
📅 August 2017 – May 2019   ✎ 3.69/4.0

B.Sc. in Management Info. System
Rochester Institute of Technology
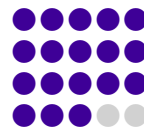📅 August 2012 – May 2016   ✎ 3.29/4.0

SKILLS

Scripting language
Python ●●●●●
Java ●●●●●
SQL ●●●●●
Scala ●●●○○

ML frameworks
Apache Spark ●●●●○
Haddop ●●●○○

ML Algorithm Families
Bayesian ●●●●●
Decision Tree ●●●●●
Dimensionality Reduction ●●●○○
Instance Based ●●○○○
Clustering ●●●●●
Regression ●●●●○
Rule Systems ●●●●●
Regularization ●●●○○
Neural Networks ●●●●○
Ensemble ●●●●●
Deep learning ●●●○○
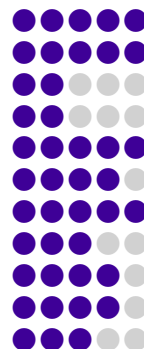
ML Toolkit
Pytorch ●●●●●
Pandas ●●●●●
Matplotlib ●●●●●
Tableau ●●●○○
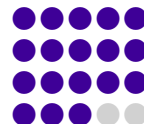
LANGUAGES

English ●●●●●
Mandarin ●●●●●
Italian ●●●○○

REFEREES

Dr. Hans Peter Bischof   [@] hpb@cs.rit.edu
Dr. Leon Reznik   [@] lr@cs.rit.edu
Dr. Peizhao Hu   [@] ph@cs.rit.edu