Ruochen (Charley) Li

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EDUCATION

Carnegie Mellon University (CMU), Pittsburgh, PA   *May 2020*
- Master of Entertainment Technology (MET), Entertainment Technology Center
- Courses: *Distributed Systems (Ongoing), Introduction to Computer Systems, Building Virtual Worlds*

The Hong Kong University of Science and Technology (HKUST), Hong Kong   *Aug. 2018*
- Bachelor of Engineering in Computer Science (COMP)
- Courses: *Software Engineering, Computer Graphics, Knowledge Discovery in Databases, Introduction to Bayesian Networks, Internet Computing, Introduction to Cloud Computing, Big Data Management*

PROFESSIONAL SKILLS

- **Programming: C++, Python, C#, JavaScript, PHP, HTML, JAVA, Go**
- **Language: Chinese** (native) & **English** (fluent)
- **Software (OS): Unity, Unreal 4, Git, Perforce, Linux**

EXPERIENCE

Institute of Automation, Chinese Academy of Sciences, Shenyang, China   *Dec. 2017 – Jan. 2018*
- Software engineering intern in Cloud Computing team with full-time engineers
- Implemented algorithms according to their paper on Spark using Python

Hong Kong and Shanghai Banking Corporation, Hong Kong   *June 2016 – Feb. 2017*
- Software engineering intern in HSBC Asia Pacific, with 5 senior engineers
- Developed software in C++ to support traders

ACADEMIC PROJECTS

Olympia | ETC and Electronic Arts | Software Engineer | C#   *Jan. 2019 – May 2019*
- Worked as software engineer with 3 designers, 1 technical artist, and 1 graphic engineer
- Developed a VR sandbox game with Unity, HTC Vive and Leap motion using NVIDIA FleX
- Implemented behavior trees for game AI and utilized NVDIA Flex to simulate liquid and soft body
- Contributed to project website: https://www.etc.cmu.edu/projects/olympia/

Building Virtual Worlds | ETC | Software Engineer | C#   *Sept. 2018 – Dec. 2018*
- Created 5 immersive worlds on different interdisciplinary teams of 5 in two-week cycles
- Utilized Unity as well as VR/AR platforms such as Meta 2, HTC Vive, Oculus
- Developed communication, collaboration and iteration skills

Final Year Project | HKUST | Project Lead, Software Engineer | Python, Javascript   *June 2017 – May 2018*
- Implemented a Recurrent Neural Network predicting future hot topics with Keras as well as a data processing pipeline using Python and created a web system using visualization tools such as D3.js

Undergraduate Research Program | HKUST | Software Engineer | Python   *June 2017 – Aug. 2017*
- Used Python to implement a mood prediction algorithm with body gesture with undergraduate and PhD students