Shilong Li

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EDUCATION

State University of New York at Stony Brook   **August 2021 – Expected May 2024**
M.S. in Computer Science

State University of New York at Stony Brook   **August 2016 – May 2021**
B.S. in Computer Science & Applied Math and Statistics

EXPERIENCE

COSCO Shipping
Software Development Engineer Intern   **September 2022 – Expected December 2022**
- Developed an algorithm that predicts the ship's cargo volume given the Draft and the Deadweight tonnage with about 80% accuracy. Also utilized the algorithm to determine the ship's loading status and detect the unmarked ports or Floating Storage such as FSO and FPSO.

Rescond
Software Development Engineer Intern   **June 2021 – September 2021**
- Designed and built the UI and functionalities of in-hospital defibrillator and ECG in QT Creator with C++. Greatly boosted the running speed and memory usage by applying the logic of state machine and proper data structures.
- Developed digital-to-analog programs for generating electrocardiogram at different heart conditions and helped pass more than 100 tests.

Stony Brook University
Research Assistant at Ethos Lab - Principal Investigator: Amir Rahmati   **May 2019 – December 2020**
- Analyzed and optimized Machine Learning related projects and made improvements over 10 real-world projects with a weekly presentation in a team of four.

PROJECTS

Master's Student Tracking   **May 2021**
JavaScript with Node.js, MySQL—Registration system manages master students' classes and graduation status.
- Designed the User interface and functionalities made the system convenient and powerful.
- Set up the database and made strong extensibility functionalities connected to the database.

Frugal_ML   **May 2019 – May 2020**
Python, Java—Image recognition and malicious URL detection Deep learning program runs on Android devices. Worked with Professor Amir Rahmati and two other PhD students in a team of four.
- Improved models' performance and optimized the code by comparing with cutting edge papers.
- Used ADB commands and monitored Android devices performance status, and the four monitor properties are CPU, Memory, Battery and Temperature.
- Collected data and drew graph to find the tradeoffs to improve performance.

The Brave Twin Knights   **May 2020**
TypeScript—2D Puzzle-Platformer made with Gulp and Phaser.
- Designed and implemented multiple puzzle mechanics with proper physics in each level in a team of three and won Top 3 at SBU 16th Annual Game Programming Competition.

Online Stock Trading System   **May 2019**
MySQL, Java—Stock trading WebApp with database designed with MySQL runs on Tomcat.
- Designed robust queries for transactions in MySQL and linked them to the web user interface.

SKILLS

Technical Skills
- Java, Python, C, C++, JavaScript, Ruby, Swift, Unix/Linux, MySQL, HTML, CSS

Language Skills
- Mandarin