

Shuaiting Li

PROFILE

I am a Computer Science student at University College London with experience in software engineering, generative AI, and control systems. During my **internship at Getac**, I developed and deployed generative AI solutions, enhancing workflows and strengthening my skills in Python and C#. I have also worked on diverse projects, including a **visual recognition cargo sorting robot** and a Python-based game, further refining my expertise in object-oriented programming. I am eager to apply my technical skills and passion for innovative software solutions with you!

EXPERIENCE

ASSISTANT ENGINEER INTERN, GETAC; KUNSHAN, CHINA – 2024.7-2024.8

- Assisted senior engineers with developing, testing and deploying **generative AI** to improve the working flow of administrative staff.
- Improved proficiency in **Python** and **C#** by developing and testing modules for generative AI solutions aimed at enhancing administrative workflows.
- Learned to **communicate** with users effectively about their needs and translate those Leeds into developing documentation.

EDUCATION

University College London – BSc Computer Science, 2024 – Present.

University College London – International Foundation, 2023 – 2024

PUBLICATION

Evaluating the Directional-Weighted Mean Absolute Error in Long Short-Term Memory Models for Stock Price Prediction, *presented at 2023 International Conference on Data Analysis and Machine Learning*, published in Proceedings of the 1st International Conference on Data Analysis and Machine Learning, 2023.

PROJECTS

PLANT VS. SOMEBEES

- Developed a game inspired by *Plants vs. Zombies* as part of **my self-directed learning** to enhance object-oriented programming (OOP) skills.
- Designed and implemented the backend game logic using Python, creating multiple classes to manage the behaviors of plants and bees.
- Improved proficiency in **Python**, with a stronger grasp of the **OOP paradigm**.

VISUAL RECOGNITION CARGO SORTING ROBOT

- Collaborated on building a visual recognition cargo sorting robot as part of a group project conducted outside of school.
- Took responsibility for implementing the robot's control system, which was developed using an STM32 microcontroller and freeRTOS, with C as the primary programming language.

More projects on my Github: <https://github.com/spicyGrape/>

SKILLS

- Experienced with: **Python, C, Java, OOP paradigm**
- Familiar with: **C#, LLMs, Git, Shell, .NET**
- Have basic understanding of: **WebUI, WinForm, PL/SQL**