

# Runshi Li

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## Education

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**University of Science and Technology of China (USTC), undergraduate** Sep.2021– Present

School of the Gifted Young Major: Computer Science

Overall GPA:3.71/4.30 (87.61/100) Ranking: 65/254

Core Courses: Computer Programing(94/100), Graph Theory(91/100), Data Structure (91/100),  
Stochastic Processes(90/100), Algebra Fundamentals(90/100) , Mathematical Analysis B1&2(91/100)

## Research Experience

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**Curriculum Project** Sep.2021 – Nov.2023

- Implements a fully supported POSIX FILE API for FreeRTOS and facilitates the expansion of virtual file system modules for various underlying file systems.
- Researching the current applications of MLIR(Multi-Level Intermediate Representation) technology, analyzing its deficiencies, and proposing directions for improvement.
- Reproduced the algorithm in the paper "Dynamic Diffuse Global Illumination Resampling"

**Ongoing Research** Feb.2024 – Present

Advisor: Professor **Ligang Liu**

- Researching on a method for multi-view image super-resolution and generation,
- Proposing improvement strategies and implementing partial code solutions .
- Contributed to the analysis of experimental results and provided insights for further research directions.

## Leadership & Activities

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**Member of USTC Badminton Club** Sep.2021 – Present

- Actively participated in club activities and served as a volunteer.

**Mathematics Competition Tutor in Hefei No. 6 High School** Sep.2023 – Dec.2023

- Assisted in teaching Geometry .

## Honors & Awards

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- The third prize in The 14th Chinese Mathematics Competitions, Oct. 2022
- Recipient of the Campus Outstanding Student Scholarship, 2022
- The second place in The 2th Campus Four College Badminton Inter-College Tournament, Nov.2021

## Skills

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- Programming: Frequent user of C/C++, Python, familir in Verilog, HTML/ JavaScript,
- Shader Language: Fluent in GLSL,HLSL
- Other: Polygonal modeling(Blender)