

GONG Li

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Education

- **Nanyang Technological University** Singapore
B.Eng (Hons) in Computer Engineering *Sep 2010 - May 2014*
 - Current GPA **4.64** on a scale of 5.0
 - Awarded the MOE-GLC PRC Undergraduate **Scholarship** provided by MOE
 - Invited to join the **ELITE+** program by Infocomm Development Authority

Working Experience

- **IBM Research Collaboratory** Singapore
Summer Research Intern *May 2013 - July 2013*
 - Explored solutions to encourage employees' productivity on IBM Connections
 - Designed a MySQL database to store data of IBM Connections from scratch
 - Implemented three different algorithms in Python to perform summarization tasks
 - Conducted Singapore food analysis based on social data for advertising campaign

School Projects

- **Final Year Project, Visual Event Recognition in Videos** *Feb 2013 - Dec 2013*
 - Researched and implemented a framework to recognize different images and videos
 - Explored and compared **cutting-edge** approaches including Feature Replication, Adaptive SVM, Multiple Kernel Learning and Adaptive MKL
 - Incorporated Near Duplication Detection into this framework **creatively**
- **CPE433 Machine Learning, Face Recognition Project** *Mar 2013*
 - Developed a face recognition system in Java based on machine learning knowledge
 - Implemented three different methods: eigenfaces, fishfaces and laplacianfaces
 - Designed from object-oriented view with adapter and factory pattern involved
 - **Led** a group of three to achieve this project with high quality in only 20 days
- **Undergraduate Research Experience on Campus** *Oct 2011 - May 2012*
 - Developed an android mobile application with cloud assisted independently
 - Adopted XMPP as the chatting protocol and Youtube as the content source
 - Awarded as NTU President **Research Scholar** for this accomplishment
 - Research paper is included in the "Proceedings of the URECA@NTU 2011-12"
- **CPE279 Design and Development Project** *Feb 2012 - May 2012*
 - Developed software in Java and C controlling a robot's moving in a random maze
 - Implemented graph algorithms including DFS, BFS, Dijkstra's algorithm and TSP
 - **Led** a group of six with good plan, proper inspiration and complete commitment
 - Among the only 3 teams out of 13 which had successfully met all the requirements

Skills

Technique Skills: Java, Python, C, C++, SQL, OOP, UML, Design Patterns, Web Design

Languages: Fluent in written and spoken English and Chinese