GONG Li

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Education

Nanyang Technological University

Singapore

+6586206648

B.Eng (Hons) in Computer Engineering

Sep 2010 - May 2014

- Current GPA 4.67 on a scale of 5.0, on the track of First Class Honours degree
- 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 cutting-edge Transfer Learning approaches including Feature Replication, Adaptive SVM, Multiple Kernel Learning and Adaptive MKL
 - Incorporated Near Duplication Detection into this framework **creatively**
 - Implemented a Django-based web application to **visually** demonstrate the work

• 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