

Leon Li

Tel:352-226-9677

Email:leon.auxinjeron@gmail.com

Education

Master of Computer and Information Science College of Liberal Arts and Science, University of Florida GPA 3.52/4.00	Gainesville, FL Aug 2015 – Present
Bachelor of Software Engineering School of Software Engineering, Shanghai Jiaotong University GPA 3.45/4.00	Shanghai, China Sep 2009 – July 2013
Bachelor of Advertising School of Media and Design, Shanghai Jiaotong University GPA 3.72/4.00	Shanghai China Sep 2009 – July 2013

Skills

DataBase	SQL, myql, Oracle, Hive
Programming Language	C++, Java, C#, javascript, python, node.js, PHP, Objective-C, Swift, HTML, Scala, Go, R, Matlab
Operating System	Windows, Linux, Mac OS, iOS, Android

Experience

<i>The Digital World Institute, University of Florida</i> Unity Developer	Gainesville, FL Jan 2016 – Aug 2016
<ul style="list-style-type: none">Worked as a graduate assistant in The Digital World Institute of University of FloridaDeveloped two game projects based on Unity Engine and Kinect SDK	
<i>HUPU Sports (Shanghai) Media Co.</i> iOS developer for HUPU KanQiu app	Shanghai, China Oct 2014 – July 2015
<ul style="list-style-type: none">Administered implementation and design of mobile apps for iPhoneOptimized the application memory management to make the program use as little memory as possibleDeveloped Apple Watch demo for this application	
<i>INTSIG Information Co.</i> iOS developer for CamCard and CamScanner app	Shanghai, China Aug 2012 – Oct 2014
<ul style="list-style-type: none">Redesigned and implemented the 3.30 version of this appRedefined innovation user interface solutionsImplemented encryption function on mobile end, and encrypted communication between mobile end and server end	

Academic Projects

<i>PageRank Implementation on Amazon Elastic MapReduce</i> Hadoop, PageRank, MapReduce	Gainesville, FL Sep 2016 – Oct 2016
<ul style="list-style-type: none">Wrote a MapReduce job that extracts wiki-links and also remove all the red linksWrote a MapReduce job that generates the final graph and rank	
<i>babl Tasks Implementations using Memory Neural Network</i> Theano, TensorFlow, Keras	Gainesville, FL Jan 2016 – May 2016
<ul style="list-style-type: none">Trained a Memory Neural Network Model using babl tasks provided by a Facebook open-source project, and used this model to predict the answersAnalyzed the accuracy of different types of Memory Neural Network Model	
<i>Distributed Server Platform Simulating Functions of Facebook</i> Scala, Akka, spray-can, spray-routing	Gainesville, FL Oct 2015 – Dec 2015
<ul style="list-style-type: none">Used spray-can and spray-routing framework to implement the function of server end functionUsed spray-client framework to build simulators to test the distributed server platformAdded encryption mechanisms like RSA to the distributed server platform	
<i>Video Stream Image Stitching Application Based on iOS Platform</i> Objective-C, C++	Shanghai, China Feb 2013 – Aug 2013
<ul style="list-style-type: none">Collected static images from the video stream and the location information while capturing videoModeled the static images and tracked key points related to the corner in the mapped images based on some machine learning algorithmsStitched all continuous images together to produce a final panoramic image	
<i>AEther – Multiple Tasks Management Platform</i> HTML, javascript, css	Shanghai, China Aug 2012 – Oct 2013
<ul style="list-style-type: none">Administered implementation and design of user interface of this platformUsed Web Matrix foundation to implement the server logic	
<i>Wikipedia Search Service Application on Android Platform</i> Android	Shanghai, China Jul 2011 – Sep 2011
<ul style="list-style-type: none">Captured the data user searching from the Wikipedia and formalized the dataSolved low memory problem for mobile applicationsImplemented the load of media data by asynchronous methods	

