Mengqi Li

Address: 31 E MacArthur Cres, B207, Santa Ana, CA, 92707, US
Email: mengqi0807@gmail.com
Phone: (310) 755-1671
Github: https://github.com/kujoukaren
Website: https://kujoukaren.github.io/Mengqi_Li/Home%20Page.html

Objective

Applying my technical skills in Computer Science to build scalable and robust applications to meet customers and companies' needs. Furthermore, to search for next-generation technical solutions which could provide more value to our customers and company.

Education

Udacity – Nanodegree Programs – http://www.udacity.com/ 01.2017 – present
Android Developer (Provided by Google)

University of California, Irvine 09.2014 – 03.2017
B.S. Computer Science
Specialization in Computer Architecture and Embedded System

Santa Monica College 02.2011 – 06.2014
Computer Science

Skills

Programming Languages:	Python, Ruby, C++, C, Objective-C, Java, XML, SQL, Haskell, Prolog, HTML, PHP, Assembly
Programming Tools:	Sublime Text, Android Studio, Xcode, Eclipse, MS Visual Studio, ModelSim-Altera, MySQL, Dreamweaver
Office Tools:	MS Word, Excel, PowerPoint
Operating Systems:	Windows, Windows Server, Mac OS X, Ubuntu, CentOS
Languages:	Business level in English. Native level in Mandarin. Elementary level in Japanese.

Internship Experience

Myriad Group AG (Chengdu, China) – Software developer in the team of Test Automation
06.2013 – 09.2013

Help company to eventually deliver quite a few key modules to their proprietary auto-test platform.

Volunteer Activity

Phi Theta Kappa (PTK), SMC – Premium Member
09.2012 – Present

Projects

Computer Architecture:

- Complete MIPS Processor (VHDL) 06.2016
  Designed and implemented a multi-cycle control unit and integrate it with the data path for a complete CPU.
- CPU Scheduling Simulator (JAVA) 05.2016
  Implemented the CPU scheduling algorithms: FCFS, SJF, RR and Priority.

Embedded System:

- FPGA Board Development (VHDL) 03.2016
  Implemented a digital clock using VHDL on a FPGA board.

Web Application:

- Search Engine: Ranker and Web Interface (Python, HTML, CSS) 03.2017
  created a web based search engine and combined with Tokenizer and Crawler. The search engine will show top 5 web page after ranking the information.
- Search Engine: Web Crawler (Python) 02.2017
  Implemented a web crawler to get the information from web pages.
- Search Engine: Text Tokenizer (Python) 01.2017
  Implemented a text tokenizer to phrase and count the words in documents.
- Proxy server (C) 08.2016
  Implemented a web proxy by using C
- Database login system (Python) 03.2016
  Implemented a login system with a user interface.

Multi-Processing:

- Sobel Filter for edge detection (C++) 03.2017
  Implemented the Sobel Edge Detection algorithm using MPI.
- Dinning Philosophers Problem (C) 02.2017
  Used C to solve the Dead Lock Problem in the Dinning Philosophers Problem with multi-processing.

Mobile App:

- Popular Movies (Android) 03.2017
  Designed an app to show the popular movies' list with movies' information.
- My App Portfolio (Android) 01.2017
  Designed and built a layout in Android Studio for my app portfolio.
- Memo APP (Objective-C) 11.2013
  Used Objective-C to design a Memo APP on iPhone for course final project.

Artificial Intelligence:

- Connect-K Game AI (C++) 11.2016
  Implemented AI for the Connect-K game.

General Application:

- Proprietary Auto-Test Platform (Java) 08.2013
  Implemented few key modules of proprietary auto-test platform for the company by using Java to test some Android Apps, collect error message, and generate report.

Hobbies / Interests

- Reading, watching movies, building Plastic Models, cooking
- Taking part in volunteer events