Hangqian Li

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EDUCATION

EPFL(Ecole polytechnique fédérale de Lausanne)	August 2020 - Present
Master's Degree of Digital Humanities	Lausanne, Switzerland
Sprachinstitut 2000 (German Language course)	Oct 2019 - May 2020
A1, A2, B1	Darmstadt, Germany
Harbin Institute of technology (哈尔滨工业大学)	Sep 2013 - Jul 2017
Bachelor's Degree of Engineering in Digital Media	Harbin, China
GPA: 3.3/4.0	

WORKING EXPERIENCE

Evergrande Group(Forbes Global Top 100 Enterprises)	Shenzhen, Chin
Application System Engineer	Apr 2018 – October 202
 Participated in the Construction of AI Service Robot in Evergrande Group(a group tested the accuracy of the answer, and found the factors that can affect its behavior robot to raise the answer accuracy. Data Analysis for the AI Robot Usage.Take measures namely to inrease the user Managed the project of the meeting reservation system, including requirements c implementation&testing, verification. 	or and then trained the activity.
Sales Consultant	Jan - Mar 201
Sold more than 10 million micro-credit products.	
Product Manager	Aug 2017 – Jan 201
Collected requirements and designed solutions for Internet micro-credit products.Field research on target users' using habits of micro-credit products.	
PROJECTS	
Research on procedual generating Venice	October 2020 - Preser
Use Huodini to generate the 3D city map in Venice.	
Research on Procam (thermal and infrared camera to detect Covid-19)	October 2020 - Preser

• Use infrared and thermal cameras to identify people with abnormal body temperature in the crowd

• Use object tracting technology to detect human face

Research on the relationship between sentiment classification of Chinese Nov 2016 - Jun 2017 news and stock price based on SVM

- Used the knowledge of natural language processing, probability theory and algorithm to calculate the news sentiment tendency of one particular stock.
- Compared the relevance of the later five trading days' stock trend and the news' emotional tendency.

Design of an AR Application called Learning Interest Mar - July 2016

- Modelled the animated characters, and added animation to the characters.
- Designed the booklets for the Application to identify.

A 4-minute computer-animated film(A penguin can fly) Oct 2015 – Feb 2016

- Designed the story line, animation scripts. Built the cartoon characters' model with Maya.
- Studied on the animation performance and authenticity of ice and characters under different parameters namely materials, lighting, texture mapping in Maya.
- · Edited, added sounds and special effects.

Design of Industry and Commerce Administration Information System	Nov 2013 – June 2014
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- Developed a web social app based on PHP.
- Stored users, case details and other information with MySQL database.
- Utilized HTML/CSS, and BootStrap template for front-end implementation.

HONORS

[1] 1st prize of Chinese College Computer Design Competition(Digital Media)	Jul 2016
[2] 2nd prize of Chinese College Computer Design Competition(Animation& Computer Games)	r Aug 2016

SKILLS

Programming Languages: C++, C, Python

Tools: Maya, Flash, Unity 3D, MySQL, Vegas, Finalcut, PhotoShop

LANGUAGES

Chinese: Mother Language

English: C1

German: B1

French: A1