

# LI SHUQUAN

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## EDUCATION

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**Jinan University**, Computer Science and Technology, *Bachelor's Degree*

2021.9 - Present

**GPA: 3.52**

## AWARDS

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- 2023 National College Student Software Testing Competition Developer Track Individual Competition **National Second Prize** (*9th place nationwide*), December 2023
- 13th "China Software Cup" University Software Design Competition **National Third Prize**, July 2024
- 15th "Lanqiao Cup" Software Competition National Software Testing University Group **National Third Prize**, June 2024
- 2023 National College Student Software Testing Competition Developer Track Individual Competition **National Ranking Competition First Prize** (*20th place nationwide*), November 2023
- 15th Lanqiao Cup Software Competition Provincial Software Testing University Group **Guangdong Province First Prize**, April 2024
- 2023 National College Student Software Testing Competition Developer Track Individual Competition **Guangdong Province Second Prize** (*6th place in the province*), November 2023
- Jinan University 2022-2023 Academic Year Outstanding Student Third-Class Scholarship, October 2023
- Xuanyuan Cup Programming Competition Third Prize, October 2021

## SKILLS AND CERTIFICATIONS

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- Certified Intermediate Application Development Engineer by the Talent Exchange Center of the Ministry of Industry and Information Technology
- Huawei Kunpeng Micro Certification in 18 areas (4 in Kunpeng DevKit, 6 in Kunpeng BoostKit, 1 in HPC, 4 in openEuler, 2 in openGauss, 1 in openLooKeng)
- Huawei Cloud Micro Certification in 1 area
- CET6

## TECHNICAL SKILLS

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- **Proficient in C/C++, Java, Python, HTML, CSS, Markdown**
- **Experienced in SpringBoot, MyBatis, JDBC, JUnit**
- **Proficient in basic Linux operations, managing and maintaining two personal Ubuntu cloud servers**
- **Familiar with Git, Docker, Maven operations**
- **Proficient in basic operations with relational databases like MySQL, openGauss, PostgreSQL, and understanding of the basic principles of Git's underlying object database**
- **Familiar with basic usage of MATLAB and R**
- **Knowledgeable about front-end and back-end separation technology and RESTful code style**

## INTERNSHIP EXPERIENCE

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**China Southern Airlines Group Co., Ltd. | Information Center**, Software Development

2024.7-2024.8

- Worked in the Service Control Team of the Product Operation Department (Ecosystem) of the Information Center of China Southern Airlines
- Independently completed the full process from requirement planning, requirement review, function design, code implementation, and code review, gaining an understanding of the enterprise's business development process and meeting the requirements of development positions.
- Developed a user survey parser, using SpringBoot + MyBatis to complete functional design, storage format design, table design, technology selection, and code implementation. Implemented two versions of the solution: the first as a standalone implementation and the second integrated into the existing system by introducing OGNL to parse JSON in the existing system.

## PROJECTS

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### Lat

2023

- A distributed multi-device data synchronization and operation management program that can collaborate with Git
- Developed with C/C++, using a multi-center architecture. Designed 11 message types and 6 operation types to achieve interconnection and synchronization between hosts using Sockets, implemented message sending/receiving and file monitoring with multithreading, used semaphores and locking mechanisms to synchronize threads, utilized MQ message queues to handle high concurrency, and used SQLite3 for message and operation database storage. Implemented text comparison, message serialization/deserialization, unique identifier hashing, and transmission encryption using third-party libraries such as diff\_match\_patch, nlohmann/json, and picosha2. Built a simple HTTP server with Java and MyBatis for data upload and download.

### P6Engine

2023

- A 3D game framework composed of character elements, providing a basic construction framework and common tools, supporting the basic operation of games, managing various elements in the game, calculating their state changes, and generating three-dimensional game scenes spliced with characters as pixels.
- Developed with native C/C++ and STL, capable of reading 3D model files in obj format, implemented a camera using a self-derived imaging formula, skeleton and skinning with linked lists, and functions such as axis rotation, horizontal and vertical FOV conversion using the Bresenham algorithm, and propagated skeleton influences using message queues.

### C-yanglegeyang

2022

- A C language implementation of a game similar to "Sheep a Sheep" based on the EasyX graphics library. Personally responsible for most of the basic game logic code and optimization, using binary trees to create graphic stacking and bucket thinking for coverage determination optimization.

### AsStudio

2022

- A Python-based extensible functionality development for Bilibili live streaming rooms. Current functionalities include weather retrieval via bullet comments, quiz games via bullet comments, automatic posting of Bilibili dynamics when live, and bullet comment logging.
- Implemented with asynchronous operations, using a modular approach to divide functionalities into different modules for easy addition and deletion, managing each function with multithreading async, designed a visually appealing GUI using PyQt and Qt Designer, integrated weather retrieval with requests and BeautifulSoup, generated four types of crawlers using the scrapy framework to crawl four types of quiz information, and provided comprehensive comments and documentation.

## OPEN SOURCE COMMUNITY PARTICIPATION

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- Submitted 4 PRs to the Huawei openGauss open-source community, all of which have been merged