Ang Li
Curriculum Vitæ

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Work Experience

University of California Los Angeles
Los Angeles, CA — 9/2015 – Current
Teaching Assistant in Computer Science Dept.

University of California Los Angeles
Los Angeles, CA — 9/2014 – Current
Research Assistant with Prof. Judea Pearl.
● My current projects are focus on the boundaries of "probability of necessity" and to determine, from statistical averages alone, whether a population under study consists of several subpopulations, unknown to the investigator, each responding to a given treatment markedly differently.

Baidu Inc.
Beijing, China — 8/2012 – 6/2014
Software Engineer in Machine Learning
Dept. of Mobile Search
● Finished the project *"Graph search with focus on film, television"*.
● Implemented the functionality of recommending similar films or TV shows in wireless internet search engine.
● Finished the project *"Light App"* in first Beta.

Computational Perception and Action Laboratory
Dept. of Psychology, University of Minnesota Twin Cities,
Minneapolis, MN — 7/2011 – 6/2012
Research Assistant with Prof. Paul R. Schrater.
● Finished the project *"Efficient Learning in Linearly Solvable MDP Models"*.
● We built the first learning algorithm of Linearly solvable MDPs with a simple structure that allows the policy to be written directly in terms of uncontrolled dynamics of the environment and the goals of the agent.

Artificial Intelligence, Robotics, and Vision Laboratory
Dept. of Computer Science & Engineering, University of Minnesota Twin Cities, Minneapolis, MN — 7/2011 – 6/2012
● Accomplished the research *"Manual Delay of Updating in Reinforcement Learning with MDP Models"*.
● In this project, we established a new framework that could schedule the updating process in Reinforcement Learning framework instead of "updating everything when you get it", and the experimental results showed that the new algorithm was more efficient than the original one without slowing down learning speed.

Publications

Efficient Learning in Linearly Solvable MDP Models
Ang Li and Paul R Schrater, In *International Joint Conference on Artificial Intelligence, 2013*.

Social Activities and Awards

Best New Employee in Baidu MCO — 2/2013

"Challenge Cup" Joint Research Program
Zhejiang University — 6/2008 – 6/2009
● Led the program *"Human Logic in Computer Science"*.

Education

University of California Los Angeles
Los Angeles, CA — GPA: 3.925/4 — 9/2014 – Current
Ph.D in Computer Science directed by Prof. Judea Pearl
● Research Interests: Causality, Logic, Machine Learning, Artificial Intelligence, Game Theory.
● Coursework Includes: Cryptography, Pattern Recognition and Machine Learning, Visual Modeling, Reasoning with Partial Beliefs (Baysian Networks), Automated Reasoning, Artificial Life, Animats-Based Modeling.

University of Minnesota Twin Cities
Minneapolis, MN — GPA: 3.91/4 — 1/2011 – 6/2012
M.S. in Computer Science directed by Prof. Paul R. Schrater
● M.S. Minor in Mathematics.

Zhejiang University
Hangzhou, China — 9/2006 – 11/2010
B.S. in Mathematics
● Honored Student in **Chu Kechen Honores College**.
● Major in Mathematics & Applied Mathematics with the Direction in Operations Research.
● Rank in the top 10% among 110 students with GPA 3.49/4.

Academic Honors & Awards

UCLA Fellowship
University of California, Los Angeles — 9/2014 – 6/2015

Outstanding Graduation Thesis
Zhejiang University — 2/2010 – 5/2010
● Completed the research and thesis for project *"Adaptive Mesh Refine Algorithm and its Implementation"*.

1st **prize in University Student Research Training Program**
Zhejiang University — 4/2008 – 4/2009
● Led the Program *"Optimal Design of Charge Mechanism and Query System of Public Transport"*.

Meritorious winner in American Mathematical Contest in Modeling (MCM) — 2/2008
● Program leader & first author of *"Evil Sudoku"*.

2nd **prize in China Undergraduate Mathematical Contest in Modeling (CUMCM)** — 12/2007
● Program leader and first author of *"The Algorithm and Mathematical Model of Public Transport Query System"*.

1st **prize in China East Mathematical Modeling Tournament** — 5/2007
● Program leader and first author of *"Optimal problem in Xinjiang tourism"*.

Computer Skills

C, C++, Python, Perl, Lisp, Shell, Parallel Programming(MPI, Hadoop, etc.), Matlab, Eviews, MongoDB.