Baichuan Li

Curriculum Vitae

College Station, TX — bl30@tamu.edu — (217) 607-4443 https://baichuan0113.github.io

EDUCATION

Master of Science in Computer Science

Year of completion: 2025

Institution: Texas A&M University

Department: Department of Computer Science & Engineering

Accomplished coursework: Data structures, Algorithms Analysis, Data Science, Object Oriented Programming, Software Engineering, Artificial Intelligence, Computer Organizations, Virtual Reality, Data Visualization, Robotics & Spatial Intelligence, Human-AI Interaction.

Bachelor of Science in Mathematics

Year of completion: 2022

Institution: University of Illinois at Urbana-Champaign

Department:College of Liberal Arts & Sciences

Accomplished coursework: Linear Algebra, Probability Theory, Discrete Mathematics, Abstract Algebra,

Calculus, Real Analysis.

EMPLOYMENT

Information Technology Intern

06/2023-08/2023

Institution: YAPP USA Automotive Systems, Inc.

Department: Technology department

- Offered hands-on technical support to end-users, skillfully resolving software-related issues, both onsite and remotely, leading to a 20% decrease in the overall number of support requests.
- Delivered renovate on company's official website, include updating the website content, adding product descriptions, images, technical specifications, and relevant documentation by CSS, HTML and JavaScript to ensure accuracy and consistency.

PUBLICATIONS

Conference Journals

Rosendo Narvaez, Baichuan Li, and Tracy Hammond. "Looking at the difference in Pen Gestures of Preschool Age Children" IUI, 2025. - In progress

Sun, Xiqing, Baichuan Li, and Huatian Pang. "Portfolio construction for pharmaceutical industry." E3S Web of Conferences. Vol. 275. EDP Sciences, 2021.

RESEARCH EXPERIENCE

Research on Prompt Engineering for Enhancing Formative Feedback with LLM Models 08/2024-Present

Institution: Utah State University Computer Science Education Group

- Collected data from 48 CS1 students across 5 lab assignments to assess the impact of formative feedback generated by different LLM models.
- Developed and implemented customized prompts to compare learning gains and feedback alignment across 3 LLM models.
- Administered pre-surveys and post-surveys to evaluate the quality and effectiveness of formative feedback in improving student learning outcomes.
- Performed ANOVA and group analysis to assess learning gains, along with the impact on student motivation based on survey responses.

Research on Children's handwriting between different age groups

06/2024-Present

Institution: Texas A&M University

- ullet Conducted a study of 53 children ages 3-5 with over 700 pen gestures across 14 shapes of varying difficulty.
- \bullet Compare differences in kinematic, pressure, and geometric features across age groups across ages 3.5-7 through T-Test and one-way ANOVA analysis.
 - \bullet Gain insights into how children's pen gestures change as they develop.

PROJECT EXPERIENCE

NXTFOLIO Creative Fashion App Project

01/2023-05/2023

- Implemented Agile methodology and coded using Ruby on Rails to develop a visual "LinkedIn" app for Creative/Visual/ Fashion industry professionals, matching professionals based on specific job needs.
- Optimized search engine by deploying specific sorting and filtering algorithms to generate more accurate keywords matching and display priority.
- ullet Devised a matching system for professionals to upload visual portfolios and find matches of other professionals based on specific job needs.
- ullet Utilized Cucumber testing framework as a BDD approach to perform comprehensive testing of the application.

TECHNICAL SKILLS

- $\bullet \textbf{Programming Languages: Java, Python, C++, C, Ruby \& Rails, MySQL, Shell Script, JavaScript, HTML, CSS. } \\$
- •Frameworks: Express, Node, Pandas, OpenCV, React, Unity, Robot Operating System (ROS).
- •Tech-Stack: Git, Cucumber, BootStrap, Linux, Github, Restful API, SaaS, Auto testing, Latex.