

Meng Fong Lio

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EXPERIENCE

Microsoft

Software Engineer Intern

- Under Experiences + Device ->Microsoft Word

May 2024 - Present
Redmond, Washington

University of Wisconsin-Madison Dept. Computer Science

Undergraduate Research Assistant

Professor Yuhang Zhao & PHD Yuheng Wu -- Department of Computer Science

- AI+AR / HCI with Visual Saliency

Jan 2024 - Present
Madison, Wisconsin

Pachira

Research Intern

- Researched AI big model hybrid systems, integrating traditional NLP and AI models to enhance responsiveness and comprehension accuracy.
- Applied function invocation techniques to in-vehicle HCI tasks, translating complex user commands into real-time, accurate feedback through AI models.

Nov 2023 - Jan 2024

Tencent

Software Engineer Intern

- Frontend Developer Intern at CSIG (Cloud & Smart Industries Group)
 - Frontend development for B2B products, enhancing user experience and functionality.

Jun 2023 - Aug 2023
Shenzhen, China

University of Wisconsin-Madison Dept. Computer Science

Undergraduate Research Assistant

Advised by, Professor Yingyu Liang

- Meta OOD-finetuning

Jan 2023 - May 2023
Madison, Wisconsin

Pachira

NLP Developer

- Under team that do and research about dialogue state tracking for Toyota Japan.

- Provide end users with "cloud + core + terminal" integrated automotive intelligent interactive services.
- Track information exchanged between the system and the user, such as the user's goals, preferences, and constraints, and the context of the conversation.

Oct 2022 - May 2023

University of Wisconsin-Madison Dept. Material Science

Undergraduate Research Assistant

Advised by, Professor Dane Morgan --Informatics Skunkworks Group Fall 2022

- Cloud Based Prediction Tools for Materials Properties, Machine Learning in chemistry and material science

Sep 2022 - Dec 2022
Madison, Wisconsin

Vodatel Holdings Limited

Software Engineer Intern

- Web support and develop, Cyber Security

Jul 2022 - Aug 2022
Macao, Macao S.A.R

Carnegie Mellon University

Undergraduate Student Researcher

- Advised by, - Algorithms for Big Data - David Woodruff (Instructor)
 - Studied in basic algorithm dynamic programming, hash, data structure, and double algorithm design (the models and its optimization).
- Advised by, - Computer Networks & Telecommunication - Bill Nace (Instructor)
 - Exploring HTTP, TCP, IP, WiFi deeply to build skills for exploring Internet Protocol Version 6 and 5G cellular networks.

Jul 2020 - Dec 2020

PUBLICATION

Internet Protocol Verison 6 Migration

- Published in International Core Journal of Engineering (Volume 7 Issue 9, 2021).
- Instructor – Professor Bill Nace.

Jan 2021

PROJECT

Yahtzee Game

Developer + Product Owner

- Developed a Yahtzee game with single and multiplayer modes using TypeScript, React, and Next.js.
- Designed and managed MySQL database for game scores.
- Enabled real-time multiplayer functionality with Pusher.
- Created an intuitive UI with Figma designs and animated dice rolling.

Feb 2024 - Apr 2024

Online Chat-App + Weather Application

Creator

- Allow users to go into a specific room and communicate online anytime.
- Using third-party data to provide to users about the weather based on their search.

Nov 2021 - Jan 2022

EDUCATION

University of Wisconsin-Madison

Bachelor

Majoring in: Computer Science and Data Science; Certificate in: Game Design

Sep 2021 - May 2025
Wisconsin, United States

Cleveland High School (Seattle)

4 Year High School

- GPA 3.909/4.0
- Class of 2021 ELITE EAGLES TOP 10

Sep 2017 - Jun 2021
Washington, United States

SKILLS, CERTIFICATIONS & OTHERS

- **Skills:** Java, HTML, CSS, JavaScript, (React, Node.js), R, Docker, Flutter, NVM Express, Vetur, Redis, Nginx, MongoDB, Spring Boot, Spring Framework, TypeScript, MySQL, SQL, Python, TypeScript (React), NextJS
- **Certifications:** Neural Networks and Deep Learning by DeepLearning.AI
- **Languages:** English, Cantonese, Mandarin