

HUIHENG LI

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EDUCATION

B. Eng. University of Warwick 2025.9 - 2028.7(expected)
Department of Computer Science, Major in Computer Systems Engineering

RESEARCH EXPERIENCES

A Robust and Adaptive Intrusion Detection Framework via HoneyNet-Enhanced SAORF and LLM-RL Closed-Loop Optimisation

Project Initiator & First Author | Python, Machine Learning, LLM, Reinforcement Learning, Model Finetune

- The surge in edge computing and IoT devices presents traditional security solutions with challenges such as high false positives and low adaptability, creating new opportunities in the cybersecurity market.
- Build a lightweight, adaptive, and high-precision intrusion detection system to address security threats in edge environments.
- Significantly improve the model's F1 score from 0.924 to 0.972 while reducing computational overhead; obtain national software copyright, demonstrating the practicality and innovation of the solution.

Balancing Privacy and Compliance: Designing an Auditable Cross-Chain Transaction Framework Based on Zero-Knowledge Proofs

Project Initiator & Co-Designer | Blockchain, Cryptography (ZKP, VSS), Smart Contracts, Regulatory Technology

- Observing that user privacy needs and global regulations fundamentally conflict within the DeFi and cross-chain ecosystems, this has become a key bottleneck and investment risk for the industry.
- Research and design an innovative protocol to resolve this contradiction, exploring the technical feasibility and commercialization path for privacy transactions under compliant conditions.
- Lead technical research, proposing an architecture combining ZKP; conduct in-depth research on international regulatory frameworks to ensure the protocol design meets compliance requirements; assess the compatibility with different blockchain platforms.
- The project was accepted by the UK Undergraduate Research Conference (BCUR), demonstrating its academic and industry value.

INTERNSHIPS AND WORK EXPERIENCES

Software Testing Intern

Gosuncn Technology Group Co., Ltd.

July 2025 - Aug 2025

Guangzhou, China

- Responsible for software functional and security testing, designing test cases and submitting bug reports to ensure the quality of version iterations.
- Assisted in optimizing deep learning models and completing data annotation and enhancement.
- Configured the company's integrated host system environment, pre-installed development kits, and optimised deployment efficiency.

Operations and Maintenance Intern

Guangdong Guangya High School

June 2025

Guangzhou, China

- Responsible for daily inspection and maintenance of the school's information technology equipment, ensuring the normal operation of teaching equipment.
- Provided on-site audio and video technical support for events, debugging audio, lighting, and projection equipment to ensure the smooth running of events.
- Responded promptly to network outages, troubleshooting and coordinating solutions to improve campus network stability.

Tencent Global Campus Ambassador

Tencent Technology Co., Ltd.

Jan 2026 - July 2026

Online / Coventry, UK

- Responsible for connecting industry and academia at University of Warwick and implementing the recruitment brand.
- Managed a community of over 600 students, directly boosting resume submission conversion rates; and assisted in organising recruitment events and conducting market research, effectively supporting the achievement of annual campus recruitment goals.

PROJECTS

Maze Pathfinding Robot (Java) Systematic exploration and loop handling are achieved using **DFS backtracking**, the **right-hand rule**, and the **Trémaux algorithm**. In the final version, a **graph theory** model is constructed, and **A* heuristic search** is used to achieve path learning and optimisation across rounds.

CIE A-Level Computer Science Pseudocode Interpreter Developed the core architecture of an interpreter in Python for a subset of the CIE A-Level pseudocode, building a recursive descent parser from scratch to process control structures, procedures, and fundamental data types. ([GitHub Link](#))

Dream Detective-2026 Global Game Jam Participated as a Test Developer and developed a dialogue-based interactive game that tells a suspenseful story. I was responsible for program architecture optimization, user experience enhancement, comprehensive functional testing, and bug fixing. ([Link](#))

Lively Kitchen-2025 CiGA Game Jam Brainstormed a two-player battle game with members, and worked as the developer to design motion mechanics and operation logic. The game ranked 10th out of 43 games in the exhibition section. ([Link](#))

AWARDS

High School Mathematical Contest in Modelling (HiMCM)

Finalist Prize (Top 7%)

VEX VRC Asia Open Championship Finals

Second Awards (worked as director)

Waterloo Mathematics Competition-Galois

Distinction

SKILLS

TECHNICAL SKILLS

Programming

Python, Java, C/C++

OS & Tools

Linux, Windows, Git, LaTeX, Selenium

Research Methods

Machine Learning, Data Analysis, Model Finetune

LANGUAGES

Chinese Mandarin (Native), English (IELTS 7.0), Cantonese (Fluent)

LEADERSHIP

- Worked as **Student Ambassador** in Guangdong Guangya High School, As the person in charge of the school's coffee house (Yacafe) /student representative, I welcomed a delegation of ambassadors from ten European countries to China, several exchange groups from German and American middle school students, and overseas college admissions officers to the school, and shared the history and culture of the school and Yacafe with the delegations.
- Worked as **Tournament Operations Manager** and **Software Team Lead** at GY Robotics Club. I was in charge of organising and leading club members to attend world robotic competitions as a tournament manager. I also designed and programmed robots for the team.