

Ke Li

Boulevard de Constance, 77300 Fontainebleau, FR
ke.li@insead.edu | kelichloe.github.io | She/Her/Hers

Education

INSEAD

Ph.D., Management - Decision Science

Advisors: Spyros Zoumpoulis, and Georgina Hall

France

09/2023 - 06/2028

The Chinese University of Hong Kong, Shenzhen

Bachelor of Engineering, Computer Science

China

08/2018 - 07/2022

Selected Awards

Microsoft Research Asia, Stars of Tomorrow (Award of Excellent Intern)

2022

Google Research, ExploreCSR Computing Research Award [\[link\]](#)

2021

Publications ([Google Scholar](#))

- Zhou, B., Li, K., Jiang, J., & Lu, Z. Learning from Visual Observation via Offline Pretrained State-to-Go Transformer. In *Advances in Neural Information Processing Systems (NeurIPS)*, 2023.
- Ding, Z., Luo, H., Li, K., Yue, J., Huang, T., & Lu, Z. CLIP4MC: An RL-Friendly Vision-Language Model for Minecraft. *arXiv preprint arXiv:2303.10571*, 2023.
- Dong, J., Li, K., Li, S., & Wang, B. Combinatorial bandits under strategic manipulations. In *the Fifteenth ACM International Conference on Web Search and Data Mining (WSDM)*, 2022.
- Liu, Y., Li, K., Huang, Z., Li, B., Wang, G., & Cai, W. EduChain: a blockchain-based education data management system. In *Blockchain Technology and Application: Third CCF China Blockchain Conference*, 2021.

Working Experience

Beijing Academy of Artificial Intelligence

Reinforcement Learning Engineer

Beijing

12/2022 - 07/2023

- Developed intelligent agents learning from observations in video games, such as MineCraft, via deep reinforcement learning

- Contributed to the experimentation part of an RL-friendly vision language model for video games

Inspir.ai

Reinforcement Learning Engineer

Beijing

06/2022 - 12/2022

- Designed and developed intelligent agents in FPS games, via deep reinforcement learning

Microsoft Research Asia

Research Intern

Beijing

01/2022 - 06/2022

- Model compression algorithms on Transformer/BERT

SenseTime (OpenDI Lab)

Reinforcement Learning Engineering Intern

- Contributed to the project Decision Intelligence Engine

Shenzhen

08/2021 - 12/2021

ByteDance Technology

Machine Learning Algorithms Intern

- Utilized the XGBoost model for video classification problems and released a model for video content checking.

Beijing

12/2020 - 05/2021

Contributions to Large Open-Sourced Projects

- During my internship at Sense Time (OpenDI Lab), I made contributions to Decision AI Engine ([DI-engine](#), 3,000 stars in GitHub), writing over 1600 lines of code. This project is an intelligence decision engine that supports a variety of deep reinforcement learning algorithms.
- During my internship at Microsoft Research, I participated in the development of Microsoft's AutoML toolkit NNI ([Neural Network Intelligence](#), 13,000 stars in GitHub), by adding more than 100 lines of code, aiding in the enhancement of features such as model compression for transformer.

Teaching Experience

The Chinese University of Hong Kong, Shenzhen

Undergraduate Teaching Assistant Fellow, MAT1010 Calculus I

Fall Term 2019-2020

Patents

- Resume big data-based personnel appoint and removal auxiliary decision-making method and system. China Patent CN113673943A.