

# Alberto Li

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## EDUCATION

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**Georgia Institute of Technology**, Atlanta GA

*Expected Graduation: December 2018*

- Candidate for Bachelor of Science in Computer Engineering
- GPA: 3.90

## EXPERIENCE

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**Georgia Institute of Technology Electrical & Computer Engineering Department** Atlanta, GA

*January 2017 – Present*

*Teaching Assistant (TA) for ECE 2031: Digital Design Lab*

- Facilitate a rapid-prototyping lab class dominated by FPGA projects by guiding students in their lab assignments
- Assist in administering lab practicals in the class

**Florida Power & Light** Miami, FL

*May 2016 - August 2016*

*Analysis & Resolution Team Intern*

- Developed and designed an application using Microsoft Access as the front-end and SQL Server as the back-end for Customer Accounting to increase visibility and reporting capabilities to the process improvement team
- Exercised project management skills, schedule demos and coordinated with the training department to set up job aids and training sessions for the release of the application in Southern and Central Customer Accounting
- Implemented the application incorporating the agile mindset with a strong focus on change management

**Opportunity Research Scholars Program at Georgia Institute of Technology** Atlanta, GA *September 2016 – Present*

- Research in a smart sensor packaging system for characterizing sensor-to-body interactions in wearable medical devices
- Develop interface hardware and circuits through system level design to process data and leverage results to feedback systems by exploiting technical knowledge of hardware design, signal processing and embedded systems
- Integrate biofeedback into wearable joint rehabilitation and cardiovascular monitoring systems

## PROJECTS

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**Object Sensing and Retrieval Competition Emulating Robots in Amazon Warehouse**

- Given a differential drive robot with a caster wheel, sonar transducers, odometers, wheel encoders and equipped with a DE2 board, the objective was for the robot to: sense, tag, and six objects in an 8' x 12' rectangular walled-off arena.
- Implemented Simple Computer in VHDL to add instructions (such as FETCH, DECODE, XOR, JPOS, JNEG, CALL, RETURN, etc....) for robot to interface with hardware through I/O operations
- Implemented wall-guided movement, movement alignment, and path planning algorithms for robustness
- Assembly implementation of traversal algorithm for robot to detect, tag, and retrieve object to home

**Mbed Doubly Linked List Implementation of Atari Missile Command Game**

- Implemented Atari Missile Command Game in C using doubly linked lists and memory management techniques for basic game functionality and software with Mbed and other hardware including: accelerometer, BJT transistor, LCD screen, debounced push buttons, speaker for gameplay

**JavaFX (Mini) Civilization Game**

- Created mini version of the turn-based strategy video game "Civilization" with simple AI
- Added option to choose between different civilizations and game modes

## LEADERSHIP

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**GT RoboJackets – Training Assistant**

*September 2016 - Present*

- Lead technical training sessions designed for new members in RoboJackets
- Introduce foundational circuit analysis techniques, instrumentation, soldering and crimping to freshman.

**FIU-ENLACE – Technology Lead**

*June 2011 – July 2013 (summers)*

- A selective 9 week engineering summer program for middle school and high school students hosted at Florida International University
- Instructed students on how to build a working prototype of a bionic arm with sensors and switches
- Led multiple training sessions and demonstrations to prepare students for the building and competition process

## SKILLS

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<i>Programming</i>	Java, MATLAB, Visual Basic, C, C++, MIPS Assembly, SQL, HTML, CSS, VPython
<i>Software</i>	Quartus II, EagleCAD, Git, LabVIEW, Logger Pro
<i>Instrumentation</i>	Oscilloscope, Logic Analyzer, Soldering
<i>Languages</i>	English – Native, Spanish – Native, Mandarin Chinese – Basic, Cantonese Chinese – Basic