

Andrew Li

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Education

Oberlin College

August 2016 to May 2020

B.A. in Computer Science, minor in Mathematics

3.62 Major GPA

Coursework: Data Structures, Algorithms, Machine Learning, Artificial Intelligence, Human Computer Interaction, Computer Architecture, Systems Programming, Programming Abstractions, Privacy and Social Networks, Computer and Information Security, Calculus I to III, Discrete Mathematics, Machine Learning Research

Activities: Oberlin College Computer Science Majors Committee Officer, ACM Programming Contest Regionals

Experience

Incoming Spring 2019 Data Scientist Intern

January 14th 2019 to May 3rd 2019

NASA Ames Research Center

Mountain View, CA

- Will spearhead development of a data pipeline using R, Python, and C++ for analysis of satellite data for changes in vegetation productivity and land surface temperature across the United States.

Deep Learning Research Intern

May 2018 to August 2018

Massachusetts Institute of Technology Lincoln Laboratory

Lexington, MA

- Assessed classification capabilities of a dynamic deep neural network utilizing TensorFlow and expedited testing process to rapidly test classification of specific features.
- Designed preprocessor using Python and the Arcpy and PDAL libraries to label and voxelize LIDAR point clouds based on geographic truth data from Google Maps and government databases.
- Leveraged ArcGIS to program various geospatial and LIDAR exploitation and post-processing scripts for geographic surveying and analysis.

Undergraduate Researcher

February 2018 to Present

Oberlin College

Oberlin, OH

- Currently conducting research on neural networks with U-Net and VGG architectures using Keras to identify all windmills in the state of Iowa due to the unknown quantity and implications on green energy.
- Conducted research on predicting the outcome of at-bats in Major League Baseball (listed under 'Projects').
- Wrote a Python script using SQL queries to scrape the MLB Statcast database and used the scikit-learn and Pandas libraries to model the data with random decision forests.

Computer Science Teaching Assistant

August 2017 to May 2018

Oberlin College

Oberlin, OH

- Graded weekly labs for "CS 241: Systems Programming" taught by Professor Roberto Hoyle.
- Utilized a core understanding of C, shell scripting, and Unix in order to assist students and grade weekly labs.

Skills

Java, Python, C#, C, C++, SQL, Javascript, Racket, Bash, HTML, CSS, Linux, Git

Projects

Intelligent Spam Filter Comparison 📄

- Compared the spam detection capabilities of Long Short-term Memory neural network using Keras to Multinomial Naive Bayes using scikit-learn.
- Wrote Python preprocessor for Spam Assassin's email corpus to stem words in an appropriate format for machine learning.
- Created a Naive Bayes spam filter as a baseline for comparison. Assisted with creation and testing of LSTM neural network.
- Analysis and comparison of both methods consolidated in a [paper](#) 📄.

MLB: Machine Learning Baseball 📄

- Research project intended to predict the outcomes of every at-bat during the 2016 Major League Baseball season.
- Wrote scraper and preprocessor in Python using Pandas and SQLite3 libraries to scrape the MLB Statcast database for at-bat data.
- Used scikit-learn library and Jupyter notebook to model random decision forests fed various combinations of sabermetrics for each at-bat.