BEIBIN LI

·libe@umich.edu ·(901) 734-3790 ·BeibinLi.com ·1833 Lake Lila Dr, Apt B4 · Ann Arbor, MI, 48105

EDUCATION

University of Michigan, Ann Arbor, MI   May 2015
Bachelor of Science in Mathematics and Computer Science
Overall GPA: 3.68/4.00 | University Honors
Course Highlights: Adv.Object-Oriented Programming, Introduction to Algorithms, Computer Organization,
Theory of Computation, Introduction to Database, Introduction to Computer Security.

EXPERIENCE

University of Michigan Engineering School IA   Jan. - April 2015
EECS 376 Instructional Aide (IA)
- Taught Discussion sections on Finite Automata, Context Free Language, Turing Machine, NP problems, etc.
- Held office hours, and answer questions in online forum. More than 10 students come to my office every hour
- Designed section notes, homework and exams, and grade exams for more than 300 students

Transportation Research Institution, UM   May 2014 – April 2015
Research and Teaching Assistant
- Collected transportation experiment data and use JMP and R to analyze
- Designed visual roads for the driving recognition system using ISAT, so that experiment can be conducted
- Taught students using software: Jack, Morae, Cogtool, and IMPRINT to practice human factor analysis

The Mathematical Contest in Modeling (MCM)   Feb. 2014
Honorable Mention -"Best College Sports Coaches"
- Applied AHP (Analytic hierarchy process) to analyze the college sports data
- Implement linear regression to compute the distribution variances of data using R
- Coordinated with other group members

China Entrepreneurship Network, UM   2013 - 2014
Core Member in Marketing team
- Organized series of activities, such as China Business Challenge Competition and featured China Business
  Seminar, expanding brand influence of association

IT Specialist, Technology Service of University of Michigan   2013 - 2014
- Assisted with diagnosis of operating system, software, device setups
- Provided software tutorial, troubleshooting and technical supports to faculties and students

PROJECT

StagePlay (swift, Objective-C, in AppStore)   Jan. 2015 – April 2015
- Designed an iOS software for drama players, drama directors, presentation givers to prepare their dramas
- Featured with line-by-line script display, videos recording, and cloud share service

Course Scheduler (html, PHP)   Feb. 2015
- Completed back-end website design for students to schedule courses in the following year
- Designed and implement algorithm in PHP, and import 10,000 courses into SQL database
- Coordinated with front-end developers

Meeting Manager (C++)   Sept.– Oct. 2014
- Designed a meeting management command line software by using classes for abstraction and encapsulation
- Implemented linked-list, array, and string that behaved like build-in types; used strong exception guarantees
- Managed dynamically allocated memory with copy and move construction and assignment

Medieval World Game(C++)   Dec. 2014
- Developed a command line game that allows the player to create different characters and buildings
- Applied C++ idioms and design patterns (MVC, Composite, factory, etc.) so new features can be added easily

Stock Exchange (C++)   Mar. 2014
- Designed an electronic exchange simulator by using priority queue to store buyers' and sellers' bids,
- Stored each stock's information using Hash-Table

SKILLS

Language: C/C++ (Proficient), SQL, Java, Python, PHP, Swift
Platforms: Windows 8, Mac OS, Linux
Software: Office, Xcode, Eclipse, Vim, R, JMP, Matlab, Mathematica