

BILLY LI

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EDUCATION

University of Illinois Urbana-Champaign (UIUC), Champaign, Illinois, United States

Bachelor of Science in Computer Science and Statistics

Expected graduation date: June 2021

Current coursework:

GPA: 4.0

- CS 173 Discrete Structures
- CS 126 Software Programming Studio
- STAT 390 R Independent Study
- MATH 241H Calculus III Honors

Summer School: **3D Game design with Unity, Stanford University**

July 2014 – August 2014, GPA: N/A

High school: **Shenzhen College of International Education (SCIE)**

Graduated June 2017, GPA: 3.92/4.00

EXPERIENCE

CS 125 (Intro to Computer Science) Course Assistant

January 2018 - Present

Lab/Office hour assistant

UIUC, Illinois, United States

- Assists Teaching Assistants in weekly Labs by guiding students through Lab material as well as checking and critiquing student work.
- Staffs office hours by answering questions students have on course material and providing suggestions on weekly graded MPs (programming projects).

STAT 200 (Statistical Analysis) Grader

January 2018 - Present

Part time exam proctor/grader

UIUC, Illinois, United States

- Proctors STAT 200 exams and grades STAT 200 exam papers containing short answer questions which require relevant knowledge to be correctly evaluated and graded.

Computer Science Buddy System

August 2014 – October 2014

IT Intern/Researcher

Shenzhen College of International Education, China

- Assisted the school IT department by writing Visual Basic code, creating/managing databases using Microsoft Access, and designing UI in creating a buddy system for CS students.
- The system helped underperforming CS students find well-performing peers for assistance.

ACTIVITIES

ACM GameBuilders

August 2017 - Present

Member

UIUC, Illinois, United States

- Improving skill with popular game engines such as Unreal and Unity through lectures and projects.
- Developing teamwork and leadership skills through brainstorming and creating games.

CS MOD Club

January 2015 – June 2017

Founder, Leader and Lecturer

SCIE, China

- Taught club members to make modifications to the game Counter-Strike 1.6 using plugins written in C.
- Designed 3D models/levels with club members using 3DS Max and Valve Hammer Editor.
- Hosted in-school Counter-Strike competitions using the club's original mods, models and levels.

HONORS

-**High School Mathematical Contest in Modeling (HIMCM) 2014** – National Finalist

-**2016 Summer, Cambridge CIE AS Sociology exam** – Top in China

-UIUC Fall 2017 LAS Dean's List recognition

-Member of Phi Eta Sigma National Honor Society at University of Illinois Urbana-Champaign

SKILLS

-Languages: Java (proficient), Python, C, JavaScript, Visual Basic, HTML/CSS, C++ (beginner)

-Tools: Unity, Adobe Flash, 3DS Max, Microsoft PPT, Microsoft Access, Adobe Photoshop (Beginner)