

BILLY LI

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EDUCATION

University of Illinois Urbana-Champaign

Bachelor of Science in Computer Science and Statistics

Expected graduation date: June 2021

Current coursework:

GPA: N/A

-CS 125 *Introduction to Computer Science*

-CS 196 *Freshman Honors*

-SOC 280 *Introduction to Social Statistics*

-MATH 231 *Calculus II*

-STAT 200 *Statistical Analysis*

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

July 2014 – August 2014, GPA: N/A

High school: **Shenzhen College of International Education**

Graduated June 2017, GPA: 3.92/4.00

EXPERIENCE

Computer Science Buddy System

August 2014 – October 2014

IT Intern/Researcher

Shenzhen College of International Education, China

-Assisted the school IT department in developing a buddy system for CS students which assigned well-performing upperclassmen to underclassmen to increase the latter's academic performance by writing Visual Basic code, creating/managing databases using Microsoft Access, and designing UI.

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.

University of Illinois Urbana-Champaign DOTA2 eSports team – Illini Esports

August 2017 - Present

Team captain/member

UIUC, Illinois, United States

-Leading and playing in a team of 5 to compete against DOTA2 teams from other universities in the Collegiate Starleague seasonal tournament; also responsible for organizing matches and practice games with other team captains and communicating with UIUC's eSports organization (Illini Esports).

CS MOD Club

January 2015 – June 2017

Founder, Leader and Lecturer

Shenzhen College of International Education, 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.

A level Sociology Wikia (http://alevel-sociology.wikia.com/wiki/Alevel_Sociology_Wikia)

August 2016 – June 2017

Founder, Manager and Content Editor

Shenzhen College of International Education, China

-Led a team of 10 students to create and manage a 100-page (as of June 2017) Wikia on Fandom which included content such as topics in A level Sociology and exam/prep tips. Over 90% of Sociology students in Shenzhen College of International Education used the website on a weekly basis proven by a questionnaire conducted in December 2016.

HONORS

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

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

SKILLS

-Programming languages: C, JavaScript, Visual Basic, Java, Python (beginner)

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