

BORIS LI

☎ +1 (778) 922-8066

🏠 7-8071 Garden City Road, Richmond, BC V6Y 2P1

✉ cadenze@student.ubc.ca

Education

University of British Columbia, Vancouver, BC

Sep 2020 – current

BSc Combined Honours Physics & Mathematics

- 3-time Dean's Honour List (80% or better average)
- 2-time Science Scholar (90% or better average)
- Science One, class of 2021

Research

University of British Columbia, Vancouver, BC

May 2023 – current

Departments of Mathematics and Mechanical Engineering

Undergraduate Research Assistant

- Studied the fluid mechanics behind flow between a heavier Herschel-Bulkley fluid on top of a lighter Newtonian fluid in a vertical pipe
- Utilized both experimental techniques, and simulations through ParaFOAM

University of British Columbia, Vancouver, BC

May – Aug 2022

Department of Physics and Astronomy

Undergraduate Research Assistant

- Studied the dipole anisotropy of quasar distributions from WISE data
- Utilized astronomy-related Python packages, such as Astropy, Healpy, and PolSpice

Teaching

University of British Columbia, Vancouver, BC

Sep 2021 – Apr 2023

Science One Program

Undergraduate Teaching Assistant

- 4 terms for the Physics and Mathematics portions of SCIE 001
- Led tutorials, held office hours independently, and marked exams

University of British Columbia, Vancouver, BC

Sep 2021 – Apr 2023

Department of Computer Science

Undergraduate Teaching Assistant

- 4 terms for CPSC 110: Computation, Programs, and Programming
- Led labs alongside other TAs, held office hours independently, and marked exams

University of British Columbia, Vancouver, BC

May – Aug 2021

Department of Mathematics

Undergraduate Academic Assistant

- Wrote and designed questions for PrairieLearn, an online homework and testing platform, based on the CLP textbooks¹
- Developed a system for units-aware problems in PrairieLearn, which has now been merged into the main repository²³

Projects

Cube Project: A Robotic Rubik's Cube Solver Apr 2023
affiliated with PHYS 319: Electronics Laboratory

- Constructed hardware and software behind a mechanical Rubik's Cube solver using a MSP430 micro-controller and six NEMA 17 stepper motors
- Wrote software in C and Python to facilitate communication between the solving algorithm and the robotic solver

Minimalist Cube Timer Dec 2021
affiliated with CPSC 210: Software Construction

- Wrote a small timer for Rubik's Cube solving in Java

The Efficiency of the Rubik's Cube: A Numerical Analysis of Rubik's Cube Speed-Solving Methods, with a Focus on CFOP & Roux Apr 2021
affiliated with SCIE 001: Science One

- Self-guided research project analyzing the speeds of different Rubik's Cube solving methods, utilizing a computer simulation⁴

The Century-Old Problem: A Brief Overview of the Poincaré Conjecture and Perelman's Solution Dec 2020
affiliated with SCIE 001: Science One

- Expository prose dedicated to covering the Poincaré Conjecture and solution, with the intended audience being first-year undergraduate students

Awards

Undergraduate Student Research Award (CAD\$12000 over 2 awards) 2022-2023
 National Sciences and Engineering Research Council of Canada

Charles and Jane Banks Scholarship (CAD\$490 over 2 awards) 2021-2022
 UBC Faculty of Science

Trek Excellence Scholarship (CAD\$1500) 2022
 University of British Columbia

Stanley M Grant Scholarship in Mathematics (CAD\$3000) 2022
 UBC Department of Mathematics

¹<https://personal.math.ubc.ca/~CLP/>

²<https://github.com/PrairieLearn/PrairieLearn/pull/4801>

³<https://github.com/PrairieLearn/PrairieLearn/pull/6790>

⁴<https://github.com/Cadenze/t2-cube>