

# Devin Li

[lidevin7077@gmail.com](mailto:lidevin7077@gmail.com) • [Github](#) • [Linkedin](#) • [Portfolio](#)

## EDUCATION

**CUNY Hunter College** | Bachelor of Arts in Computer Science | GPA: 3.69/4.0 Expected May 2023

**Relevant Courses:** Data Structures & Algorithms, Data Science, Game Engines, APIs, Web Development

## EXPERIENCE

**The Golden House - Full Stack Engineer Intern** [genshin.tghofficial.com/dps/world-boss](https://genshin.tghofficial.com/dps/world-boss) Feb. 2022 - Present

- Full stack MERN application hosting multiple leaderboards for high profile Genshin Impact speedrunners
- Database yields 1,300+ users and popular content creators with 10,000+ automated speedruns
- Architected a framework of services, controllers, and RESTful API endpoints to communicate client with server
- Improved our moderation team's productivity by ~300% with an approval table to easily modify automated entries
- Migrated 700+ legacy entries with Python, and backfilled data with Go to reduce complex query runtime by 65%

**CUNY Hunter College - Undergraduate Teaching Assistant** Aug. 2022 - Present

- Tutoring concepts of advanced data structures & algorithms in C++ to computer science Juniors
- Pair debugged 9000+ lines of code which guided 50+ students to max scores on projects
- Regularly tested assignments' autograder prior to release and resolved concerns on discussion boards

**AiTudier - Front End Engineer Intern** Jul. 2022 - Aug. 2022

- Collaborated in a team of 4 to develop various components for a multi-page application using React
- Regularly communicated with the backend team by conducting presentations during daily meetings
- Spearheaded a code review procedure utilizing GitHub pull requests and caught 100+ lines of bugs

## PROJECTS

**Katsudon Damage Optimizer** - [Git Repo](#) | [dli7077.github.io/katsudon-optimizer-client/](https://dli7077.github.io/katsudon-optimizer-client/) Oct. 2022 - Jan. 2023

- Designed a precise optimization algorithm to maximize damage for all characters in Genshin Impact
- Reduced the algorithm's runtime from potentially 2 years to just 6 seconds using evolutionary computation
- Implemented a C++ Json Library to parse JSON into the optimization script to minimize computation time
- Built a server that runs heavy computation to save days of manual labor for Golden House's theorycrafting team

**Katsudon Leetcode** - [Git Repo](#) | <https://dli7077.github.io/katsudon-client/> Aug. 2022 - Present

- Engineered and hosted a social platform to encourage users to proactively prepare for technical interviews
- Full stack MERN application with REST endpoints using aggregate pipelines and a single-page application
- Created a Chrome extension to capture over 1000+ automated Leetcode submissions for authorized users

### Mini Projects

**osu! Music Player** - [Git Repo](#) | [dli7077.github.io/osu-song-selection/](https://dli7077.github.io/osu-song-selection/) Jan. 2023

- Single page application emulating osu!'s in-game song selection design using CSS transitions and animations
- Basic stateful components using React and Javascript's HTMLAudioElement

**Katsudon Discord Bot** - [Server](#) | [Discord Bot](#) Aug. 2022

- Created a Discord Bot to automatically store new messages from volunteers into a local PostgreSQL database
- Explored basic machine learning algorithms to guess message senders based on multiple variables

**Genshin Impact Damage Calculator** - [dli7077.github.io/genshin-calc/](https://dli7077.github.io/genshin-calc/) Oct. 2021

- HTML web application using VanillaJS to estimate a characters' damage with less needed information
- Helped over 600 users decide on the value of an unreleased character by analyzing survey data

## SKILLS

**Languages:** C++, Javascript, Typescript, HTML, CSS, Python, GoLang

**Frameworks/Libraries:** ReactJS, NodeJS, ExpressJS, Mongoose, Material-UI, Pandas, Seaborn, Crow

**Tools:** Postman, Git, Google Cloud Storage, Figma, Heroku

**Databases:** PostgreSQL, MongoDB