

## Martin Li

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### EDUCATION

Bachelors of Engineering and Science, Computer Science, The City College of New York, December 2019

### EXPERIENCE

**Software Quality Engineer Intern, FHLBNY, Jersey City, NJ**

February 2019-Present

Wrote Selenium Scripts in order to create automated tests for applications. Took on a web developer role where I wrote a web application which helped create visualization on showing testing resources and created interactive modals to interact with necessary test steps. This required HTML, CSS, Javascript, ChartJS, and knowledge of DOM(Document Object Model). Also had to work with existing JSP(Java Server Pages) code base.

**Upton Realty Group IT intern, New York, NY**

September 2018-December 2018

Helped with designing to WordPress Pages, and setting up of themes and plugins. Helped setup computer systems.

### RELEVANT COURSEWORK

**School Courses:** Senior Design I & II, Numerical Issues and Analysis, Data Science, Database Management

Systems, Software Engineering, Computer Architecture, Web Programming, Probability and Statistics, Web Security, iOS Programming(CodePath), Algorithms, Data Structures, Software Design Lab

**Certificates:** Joining Data in PostgreSQL(DataCamp), Intro to SQL for Data Science(DataCamp), Python Programming track for Data Science(DataCamp), Financial Concepts with Python(DataCamp), Machine Learning Track (DataCamp *in Progress*)

### QUALIFICATIONS

**Core Qualities:** Quick Learner, Critical Thinker, Professional, Detail Oriented, Responsible, Patient, Creative, Articulate, Analytical, Team Player

**Technical Languages:** Python 3, JavaScript, SQL, C++, Swift, HTML, CSS, Java, Ruby, MATLAB, R

**Technical Tools:** React, Bootstrap, Django, NodeJS, Cocoapods, PostgreSQL, XCode, Selenium, LAMP(stack), SEO, Wordpress, Git, Adobe Photoshop, Adobe InDesign, Windows, Linux(Bash), OSX-Terminal, Microsoft Office Suite, Unreal Engine, Unity, Visual Studio

**Languages:** English(Native), Chinese(Fluent in speaking/listening)

### PROJECTS

**UnrealEngine - DodgeBall:** Personal project currently in progress. This will be simulating a multiplayer dodgeball game which will be created with Unreal Engine and Blender. All models will be created from scratch(Mostly). (September 2018 - Present)

**DecentlyNuttySandwiches:** This personal project was to use BootStrap, HTML, CSS and JavaScript to create a sandwich website for hypothetical buyers. More like a spoof sandwich website. This website also incorporated P5.JS which was used to create a sandwich game. (January, 2017)

**DayByDay:** iOS Application created to improve patient and family experience. It allows patients and parents to see credentials of health professionals and doctors involved during the day. Minimal viable product created at Columbia University Medical Hackathon. Incorporated Multifunctionality: Display of list of doctors, notepad, calendar with list. Implemented with Xcode, Swift, Firebase, Cocoapods, and Catharage. (March, 2016)

**AirU:** Web application which was created with the intention to help users find the best economic decisions and maintain distance comfortability when users want to travel in Ubers or live in AirBNBs and compare local transportation costs. This was a minimal viable product created at the Data Science Hackathon at Cornell University. Implemented with backend Python Django, frontend languages: HTML, CSS, JavaScript and APIs: scraped AirBNB data, Uber API(deprecated), Google Maps API (March, 2016)

### HACKATHONS/HONORS/AWARDS

*Best Website*, Columbia University Health Hacks, 2018

*2<sup>nd</sup> Place*, Columbia University InnovateNYP medical hackathon, 2016

*1<sup>st</sup> Place*, Cornell University Data Science Hackathon, 2016

*1<sup>st</sup> Place*, Heroes vs Hackers Hackathon, 2015

*Award of Appreciation*, Stony Brook University SASE Club, 2014