

# Edmund Li

732.318.5659

## EDUCATION

### UNIVERSITY OF MARYLAND

#### BACHELOR OF SCIENCE IN

#### COMPUTER SCIENCE

Expected 2023 | College Park, MD

Honors: Presidential Scholarship;  
Dean's List

## LINKS

Email: edmund.li427@gmail.com

LinkedIn : linkedin/in/LiEdmund

Github : github/EdmundLi427

## COURSEWORK

### UNDERGRADUATE

Object-Oriented Programming

Computer Systems

Discrete Structures

Algorithms

Organization of Programming Languages

Entrepreneurship Opportunity Analysis

Linear Algebra

## SKILLS

### LANGUAGES

Java • C •

Unity • JavaScript

HTML5 • CSS

OCaml • Ruby • Rust

### FRAMEWORKS

React • React Native • Unity

Node.JS • Express • jQuery

### TOOLS

Android Studio • Git • Heroku

Microsoft Office

## ORGANIZATIONS

### KAPPA THETA PI

#### DIRECTOR OF FINANCE

- I am part of Kappa Theta Pi, A professional fraternity for those who have interests in technology.

- Being the Director of Finance I manage our fraternity budget. I also work with our Board to run the fraternity.

## EXPERIENCE

### ORIGIN BOOT CAMP | GRAND PRIZE WINNER

July 2020 - August 2020

- Worked together with team members with different skill sets to create a complete company pitch.
- Created wire frames and analyzed what technology to use to support our platform.
- Used React Native for prototyping an innovative planner app that prevents procrastination.
- Pitched our company against 40 other teams to judges that consisted of investors and professors from various universities and companies to win first place.

### AUTONOMOUS UNMANNED SYSTEMS | RESEARCH

August 2020 - Present

- Develop a project using algorithms and decision making strategies to help people find music based on their mood.
- Present our product and how the results of our research at the end of the program.

### PHILLIPS VIRTUAL CULTURE | RESEARCH

January 2019 - May 2019

- Learned how to use Unity and Android Studio alongside Java and C to develop an AR/VR based research project.
- Completed Unity deliverables while researching more about how technology can be implemented to help museums teach visitors more about art.
- Compiled a complete Project Proposal on how music can help people understand art better in a VR/AR environment.

## INDIVIDUAL PROJECTS

### CHATTY

- Used Node.JS and Socket.IO to create a web app.
- Utilized Socket.IO's real-time-engine to create a basic chat website.

### NOTGAMBLING

- Learned and used Android Studio to create an app under 24 hours during the spring Hackathon at Rutgers University.
- Designed a random "loot box" simulator where you can use in app currency to purchase boxes to open random objects that you can sell for more in app currency.

### PLANET

- Developed cross-platform planner app that improved productivity in students by discouraging procrastination using UI.
- Used React-Native and Front-End technology to create a highly interactive app.
- Applied Google Fire base to provide security and login features to our application.