Edmund Li

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EDUCATION

UNIVERSITY OF MARYLAND
Bachelor of Science in
Computer Science
Expected 2023 | College Park, MD

LINKS

Personal Website: github.io/EdmundLi
LinkedIn : linkedin/in/LiEdmund
Github : github/EdmundLi427
Portfolium: Portfolium/EdmundLi4

COURSEWORK

UNDERGRADUATE
Data Structures
Data Science
Object-Oriented Programming
Computer Systems
Discrete Structures
Algorithms
Organization of Programming Languages
Entrepreneurship Opportunity Analysis
Linear Algebra
Applied Probability and Statistics

SKILLS

LANGUAGES
Java • C • Python
JavaScript • HTML5
CSS • SQL • oCaml • Ruby
Processing

FRAMEWORKS/TOOLS
React • React Native • Node.JS •
jQuery • Django • Android Studio
Git • Express • Unity

ORGANIZATIONS

KAPPA THETA PI
DIRECTOR OF FINANCE
•Budget and keep detailed track of
thousands of dollars for plans throughout
the semester for our Professional
Technology Fraternity
•Collaborate with other board members
to plan well funded events.
•Manage brothers through committees.

EXPERIENCE

SPRINGGEM WEATHER LLC | Software Engineer Intern
June 2021 - Present

- Developed an automatic email alert system by programming scripts to scrape weather alert boards with Django, Python and PostgreSQL, sending over 1000 live alerts to subscribers since release.
- Produced two web-apps using Python, HTML, CSS, and Javascript before testing and releasing them to the company website.
- Managed two other interns while also overseeing two of their projects focusing on front-end development.
- Maintained sg-weather.com and data collection script while utilizing Django for back end operations with RESTful API's.

ORIGIN BOOT CAMP | Grand Prize Winner
July 2020 - August 2020

- Designed wire frames and analyzed what technology would best fit our platform.
- Prototyped an innovative planner app that discourages procrastination using React Native.
- Served as a technical lead in a four person team to create a complete company pitch.
- Pitched our company idea and demoed our prototype to judges that consisted of investors and professors in a competition with 40 other teams across the country to win first place.

FIRST YEAR INNOVATION RESEARCH EXPERIENCE | Researcher
January 2020 – December 2020

- Enhanced music recommendation algorithms by making them take into account the weather around users to find a more accurate recommendation.
- Investigated whether or not weather made our recommendations more accurate.
- Compiled a complete project proposal on how music can help people understand art better in a VR/AR environment.
- Learned how to use Unity and Android Studio alongside Java and C to develop a VR/AR based research project.

INDIVIDUAL PROJECTS

NOTGAMBLING
- Designed a random "loot box" simulator where you can use in game currency to purchase boxes to open random objects that have various values to sell for more chances to purchase loot boxes.
- Implemented an Android app using Android Studio and Java to create a interactive mobile game.

PROJECTHOLLOW
- Produced a platformer game prototype with the goal to reproduce the movement found in the game Hollow Knight.
- Developed this prototype using Processing.