Edmund Li

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EDUCATION

University of Maryland at College Park College Park, MD
Bachelor of Science in Computer Science *Expected May '23*

Relevant Coursework: Advanced Data Structures, Algorithms, Data Science, Object-Oriented Programming, Computer Systems, Discrete Structures, Organization of Programming Languages, Linear Algebra, Computer Network Security, Programming Handheld Devices, Applied Probability and Statistics, Game Programming.

EXPERIENCE

Fannie Mae Reston, VA
Software Engineer Intern *June 2022 - September 2022*
- **CensusTractService:** Designed and implemented a Spring Boot GraphQL API that provides queries for 70,000+ census entries and 10+ datapoints for quick and customized access.
- Led design meetings with Product Owner and Dev Ops to define key features and technologies needed for CensusTractService to serve clients needs.

SpringGem Weather LLC Remote
Software Engineer Intern *June 2021 - August 2021*
- **WeatherAlert:** Developed an automated email alert system by scraping weather alert boards using Django, sending 1000+ live alerts to subscribers since deployment.
- **RailroadMap:** Produced a web-app map that displays the major railroads and all airports in North America using GeoJSON data.

University of Maryland at College Park College Park, MD
CMSC414 (Computer and Network Security) Teacher Assistant *August 2021 - Present*
- Worked with students to deepen their understanding of computer and network security concepts (including programming errors, cryptography, and networking).
- Managed course forum and communications with 140+ students, conducted weekly office hours, and graded exams and projects.

First-Year Innovation Research Experience College Park, MD
Researcher *January 2020 - December 2020*
- **Weather Tunes:** Leveraged weather data to improve users music recommendation algorithms based on the user's location.
- Collected user feedback to tune hyper parameters and iterate on algorithm accuracy.

PROJECTS

OpenTok
Swift, Google Firebase
- A Swift application similar to TikTok, with user entered videos, which collects data such as likes per video and user watched history.

Planet
React Native, Google Firebase
- A cross-platform planner app that focuses on ease-of-use and procrastination prevention using React Native.
- Served as a technical lead in a four person team, leading meetings and planning project design and interfaces.
- Project pitch and demo placed 1st out of 40 competing teams at OriginBootCamp.

ProjectHollow
Processing
- A platformer game that reproduces the movement and physics found in the game Hollow Knight.

PROGRAMMING SKILLS

Languages: Python, Java, C, SQL, Swift, Javascript, HTML, CSS

Technologies: Django, SpringBoot, PostgreSQL, Postman, graphQL, AWS