Zhuoyuan (Geo) Li

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SKILLS

- **Programming Languages:** Python, Java, Javascript, Typescript, C, C#, C++, MIPS
- **Web Development:** React, Vite, NextJS, Flask, Tailwind CSS, Postman, Vue, Vercel, Figma
- **Database:** MySQL, PostgreSQL, GraphQL, Firebase, Couchbase, MongoDB, Neo4j, Cassandra
- **Game Development:** Unity Engine, Blender

Websites

GitHub: https://github.com/Geo-Li
LinkedIn: https://www.linkedin.com/in/geo-li/
Personal Portfolio: https://geo-li-portfolio.vercel.app/

EDUCATION

Northwestern University — **Evanston, IL**
*Master of Science in Computer Science (**GPA:** 3.68/4.0)* — *Expected Jun 2025*

University of California, Irvine — **Irvine, CA**
*Bachelor of Computer Science (**GPA:** 3.835/4.0)* — *Jun 2023*

EXPERIENCE

Full Stack Web Developer Internship — *May 2024 – Present*
GBCS Group — *Remote, Canada*

- Led a team of 12 software engineers to develop a cutting-edge member management system, revolutionizing company activities and employee onboarding
- Utilized Prisma for backend data schema standardization, Postgres for robust data storage, and crafted user-friendly frontend interfaces with React & NextJS
- Applied SOLID principles, designed modular components, and used GraphQL and Urql for efficient data handling
- Improved the company performance by enhancing task management, communication, scheduling for over 100 employees

Software Engineer Internship — *June 2024 – Present*
MyEdMaster — *Remote, VA*

- Collaborated with 15 developers to create a SAT multiplayer game, providing a competitive and entertaining experience
- Engineered a scalable AWS backend for user data management and multiplayer room requests
- Utilized OpenAI models to auto-generate high-quality SAT questions by fine-tuning with training data and crafting precise prompts. Seamlessly integrated the generated content into the AWS backend in JSON format
- Developed the game using Unity and adopted the Fish-Net framework to handle complex multiplayer logic, ensuring secure synchronization of user data across all sessions

PROJECTS

SimpleDB System | Java — *Sep 2023 – Dec 2023*

- Developed a lock-based database system with support for query operators and inter-table data management
- Designed base types for efficient tuple storage, implemented a page eviction algorithm for optimized data retrieval, and integrated fundamental operators such as join, insert, and etc.
- Established a page-locking algorithm to ensure data integrity in concurrent operations and implemented deadlock detection to ensure transaction completion

Personal Portfolio | React, Vite, Javascript, Tailwind CSS, Vercel — *Mar 2024 – Present*

- Designed and developed a dynamic portfolio showcasing skills and projects in an elegant, one-page web application
- Leveraged Vite for efficient development, Tailwind CSS for scalable and responsive UI elements, and Formspree for seamless contact form submissions
- Deployed on Vercel for continuous integration and automatic updates, ensuring the project remains accessible for public viewing and feedback