David Hanan Li

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EDUCATION

University of Michigan, Ann Arbor MI *Graduated 2020*
Bachelor of Science in Computer Science *GPA: 3.823*
Courses: Data Structures & Algorithms, Linear Algebra, Theory of Computation, Operating Systems, Computer Vision, Web Systems, Machine Learning, Video Game Design

EXPERIENCE

Microsoft, Seattle WA
Software Engineer Intern *May 2019-August 2019*
- Worked in Bing Ads Accounts and Billing Team on performance optimization
- Lowered service's garbage collection active time by 20%
- Decreased service's commit size RAM by 25%.
- Gathered and analyzed data to find inefficiencies and estimate performance improvements.

Intel, Shanghai China
Software Engineer Intern *July 2018-August 2018*
- Supported Continuous Integration(CI) and Automation team at Intel Zizhu site, China
- Upgraded internal CI web application tool
- Implemented Load-balancing and containerization solutions to web application
- Deployed application service in containers on different servers

SAP Labs, Shanghai China
IoT Development Intern *April 2017-August 2017*
- Supported SAP Global Track and Trace team at SAP Labs, Shanghai China
- Assisted in developing an IoT kitchenware demo, using Raspberry Pi as virtual endpoints
- Conducted research and created a demo on the use of internal IoT platform for upcoming project
- Proposed project to use motion sensors to analyze motion of dancers to help improve novice dancers

RESEARCH

Dynamic Project Management Lab, Ann Arbor Michigan
Research Assistant *September 2019- June 2020*
- Research Assistant for Digital Twins for Construction Site project
- Built unity simulation for Digital Twin real time visualization of robots in construction site
- Designing end-to-end solution for IoT and cloud application for project

Miniature Tether Electrodynamics Experiment (MiTEE), Ann Arbor Michigan
Member of Research Group *January 2019 - Present*
- Part of Research Group aiming to build and launch miniature CubeSat satellite
- Worked on ultra light-weight custom File System for Satellite
- Developed GroundStation software to receive and parse messages from satellite
- Built new website for research team, designed and built website architecture on AWS
  - http://clasp-research.engin.umich.edu/groups/s3fl/mitee/home/

PROJECTS

Let It Fall, Android Game *Summer 2018*
Individual Project
- Currently alpha 2D infinite runner using Unity3D
- Designed game mechanics of controlling player by opposing its gravity
- Developed algorithms to control player movements
- Developed Game physics to configure forces, gravity scaling, speed, rotation

SKILLS

Platforms: Windows, Mac OS, Linux
Programming Languages: C++, C#, HTML, CSS, Python, R
Frameworks: Unity, .NET, pyTorch, Flask, Django, React

ACTIVITIES

Guitarist for BlueShift band at University of Michigan *October 2017- present*