

David Hanan Li

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EDUCATION	University of Michigan, Ann Arbor MI <i>Bachelor of Science in Computer Science</i> <i>Bachelor of Science in Data Science</i> Georgia Institute of Technology, Atlanta GA <i>Master of Science in Computer Science, Systems Specialization</i>	<i>Graduated 2020</i> <i>GPA: 3.823</i> <i>August 2020 - Present</i>
EXPERIENCE	Microsoft, Seattle WA <i>Software Engineer Intern</i> <ul style="list-style-type: none">• Languages and Platforms used: .NET, C#• Responsible for performance optimization in Bing Ads Accounts and Billing Team• Lowered .NET service's garbage collection active time by 20%, decreased service's commit size RAM by 25%• Proposed and analyzed new software architectures such as Redis for service optimization Intel, Shanghai China <i>Software Engineer Intern</i> <ul style="list-style-type: none">• Languages and Platforms used: Django, HAProxy, Docker, Python• Supported Continuous Integration(CI) and Automation team at Intel Zizhu site, China• Upgraded internal CI web application tool in Python Django• Implemented Load-balancing and containerization solutions to web application using HAProxy and Docker SAP Labs, Shanghai China <i>IoT Development Intern</i> <ul style="list-style-type: none">• Languages and Platforms used: SAP HANA IoT, C++• Supported SAP Global Track and Trace team at SAP Labs, Shanghai China• Assisted in developing an IoT kitchenware demo in C++, using Raspberry Pi as virtual endpoints• Conducted research and created a demo on the use of internal IoT platform for upcoming project	<i>May 2019 - August 2019</i> <i>July 2018 - August 2018</i> <i>April 2017 - August 2017</i>
RESEARCH	Miniature Tether Electrodynamics Experiment (MiTEE), Ann Arbor MI <i>Assistant Lead of Command and Data Handling Sub-team</i> <ul style="list-style-type: none">• Languages and Platforms used: Flask, AWS, C• Led team to build custom real time visualization dashboard for satellite's data using Flask• Developed and tested custom file system for cube satellite using C• Led sub team for MiTEE's public website, constructed web architecture on AWS Dynamic Project Management Lab, Ann Arbor MI <i>Research Assistant</i> <ul style="list-style-type: none">• Languages and Platforms used: Unity, Azure IoT, C#• Built Unity simulation for Digital Twin real time visualization of robots in construction site• Implemented RL algorithm for Digital Twin robots in Unity• Designed and constructed end-to-end solution on Azure for IoT and cloud application for project	<i>January 2019 – August 2020</i> <i>September 2019 - June 2020</i>
PROJECTS	I'm a Chopstick, Ann Arbor MI <i>Video Game - https://getpayd.itch.io/im-a-chopstick</i> <ul style="list-style-type: none">• Languages and Platforms used: Unity, C#• Developed indie couch coop game "I'm a Chopstick" with several friends, currently still in development• Designed and built software architecture, and physics for the game in• Placed 2nd in University of Michigan Video Game showcase	<i>October 2019 - Present</i>
SKILLS	<i>Platforms:</i> Windows, Mac OS, Linux <i>Programming Languages:</i> C++, C, C#, HTML, CSS, Python <i>Frameworks:</i> Unity, .NET, pyTorch, Flask, React	
ACTIVITIES	Guitarist for BlueShift band at University of Michigan	<i>October 2017- April 2020</i>