David Hanan Li

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EDUCATION

University of Michigan, Ann Arbor MI — *Graduated May 2020*
Bachelor of Science in Computer Science — *GPA: 3.823*
Bachelor of Science in Data Science

Georgia Institute of Technology, Atlanta GA
Master of Science in Computer Science, Systems Specialization — *Anticipated Graduation Date: December 2021*

EXPERIENCE

Microsoft, Seattle WA
Software Engineer Intern — *May 2019 - August 2019*

- **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%** by changing the software architecture of service.
- Proposed and analyzed new software architectures such as Redis for service optimization in **C#**.

Intel, Shanghai China
Software Engineer Intern — *July 2018 - August 2018*

- **Languages and Platforms used**: **Django, HAProxy, Docker, Python**
- Increased availability for CI web application by **50%** by implementing load-balancing and containerization solutions to web application using **HAProxy and Docker**
- Upgraded internal CI web application tool in **Django** from **Python 2** to **Python 3**

SAP Labs, Shanghai China
IoT Development Intern — *April 2017 - August 2017*

- **Languages and Platforms used: SAP HANA IoT, C++, Java**
- Evaluated feasibility of **SAP HANA IoT** platform for project by researching and building a demo using **Java.**
- Assisted in developing an IoT kitchenware demo in **C++**, using Raspberry Pi as virtual endpoints.

RESEARCH

Dynamic Project Management Lab, Ann Arbor MI
Research Assistant — *September 2019 - June 2020*

- **Languages and Platforms used: Unity, Azure IoT, C#**
- Built **Digital Twin** real time tracking system of robots in construction site with latency of **1.2 seconds** using Unity and Microsoft Azure.
- Implemented **Reinforcement Learning** algorithm for Digital Twin robots in Unity **C#**

Miniature Tether Electrodynamics Experiment (MiTEE), Ann Arbor MI
Assistant Lead of Command and Data Handling Sub-team — *January 2019 – August 2020*

- **Languages and Platforms used: C, Flask, Javascript, HTML, CSS**
- Developed custom **file system** for cube satellite using **C**, communicating with hardware through SPI
- Built custom real time visualization dashboard for satellite's data using **Python Flask** and **Javascript**
- Designed MiTEE's public website, using **HTML** and **Bootstrap CSS**

PROJECTS

I'm a Chopstick, Ann Arbor MI — *October 2019 - Present*
Video Game - https://getpayd.itch.io/im-a-chopstick

- **Languages and Platforms used:** Unity, C#
- **Placed 2nd** in University of Michigan Video Game showcase
- 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

SKILLS

Programming Languages: C++, C, C#, Python, HTML, CSS
Frameworks and Services: Unity, .NET, pyTorch, Flask, React, Docker, HAProxy