Ivan Li

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Education

Rochester Institute of Technology Rochester, NY
Bachelor of Science(BS) in Web and Mobile Computing | 3.65 GPA *August 2022 - May 2026*

Experience

Software Engineer Intern – ***Brand Networks, an Augeo company*** | **aimyads.ai** June 2025 – August 2025

- Worked with engineers to develop their newest product Aimy, a conversational AI platform for SMB media planning and buying, using PostgreSQL, Next.js, React, TypeScript, and Tailwind
- Utilized Vercel AI SDK to integrate models such as Anthropic/Claude, OpenAI, xAI/Grok, and OpenRouter, enabling real-time chat streaming, image generation, and allowing users to switch between models
- Developed new features and resolved bugs such as developing APIs, fixing issues with ad campaign updates, implementing TOS pages and modals based on Figma mockups, improving UX with enhanced error handling/logging, and ensuring persistent text drafts by saving chat inputs
- Verified and recorded user TOS acceptance during account creation and via popup modal; prevented access until latest TOS were accepted, effectively closing security and compliance loopholes
- Implemented hai-guardrails and content safety measures, preventing the AI model from leaking its tools, system prompt, and filtering messages for forbidden content
- Implemented day.js to maintain time zone consistency across AI system prompts and ad campaigns

Software Engineer/Quality Assurance – ***Tiger Snack Box*** | **tigersnackbox.com** February 2025 – July 2025

- Developed a mobile game for the Tiger Snack Box company using Unity and C#, ensuring that merging features meet QA criteria prior to production branch integration
- Designed and implemented a structured Unity game architecture, organizing gameplay logic into modular components while delivering features aligned with product requirements
- Utilized Agile workflow for project development, Git/Github for version control, Jira for storyboarding and sprints, Confluence for documentation, and Google meets for standups

Projects

Election Management System – ***ReactJS, NodeJS, PostgreSQL, Sequelize, Swagger.io***

- Designed and developed a multi-user, multi-level authorization management system to handle customizable ballots for 80 professional societies, supporting functionalities such as voting, election status tracking, and reporting
- Implemented role-based user authentication and authorization for 35,000+ users(Members, Officers, Employees, and Administrators), each with different access to ballot creation, editing, and result viewing
- Utilized React, Node, Sequelize for ORM and database management, and Swagger.io for documenting and developing the RESTful API, ensuring scalability, security, and performance optimization

Dots and Boxes Multiplayer Game – ***Golang, React, PostgreSQL, WebSockets, SVG*** | **dotsandboxes.app**

- Built a real-time, turn-based multiplayer game with persistent server-side state, enforcing strict turn order, move validation, scoring logic, and win detection to prevent illegal actions and client-side cheating
- Implemented WebSocket-based lobby and per-game chat systems with Go, isolating message scope by room and persisting chat history in PostgreSQL to support reconnects and saving game progress
- Designed an interactive SVG-based game board with AJAX-driven updates, enabling real-time synchronization between players and automatic game state restoration on refresh
- Deployed a full-stack production environment using Render (Go API + PostgreSQL) and Vercel (React frontend), with secure authentication, session-based access control, and prepared SQL statements for preventing injections

Serverless Image Analyzer – ***AWS Lambda, S3, Rekognition, DynamoDB, Python***

- Built a serverless, event-driven image analysis pipeline that asynchronously processes S3 uploads using AWS Lambda and Amazon Rekognition to generate AI-based image labels and captions
- Designed an S3, Lambda, Rekognition, DynamoDB workflow that persists structured metadata (labels, captions, timestamps) with fault-tolerant database writes and safe reprocessing on retries
- Configured IAM execution roles to enable secure service-to-service communication without hardcoded credentials, following least-privilege principles and supporting scalable cloud execution
- Added CloudWatch logging for observability, enabling traceability, debugging, and validation of asynchronous image processing events

Technical Skills

Languages: Python, Go, Java, C#, Javascript, Flutter, PHP, MySQL, PostgreSQL, MongoDB, Neo4j, HTML, CSS, Typescript
Frameworks/Libraies: React, Node.js, Next.js, Express.js, JUnit, Material-UI, Vue, JQuery, Prisma, Tailwind
Developer Tools: Git, Docker, VS Code, Visual Studio, SQL Workbench, IntelliJ, Unity, FileZilla, MobaXterm, Figma, Photoshop, Illustrator, Excel, Trello, Slack, Agile methodology, Jira, Confluence
Technology: AWS Lambda, S3, Rekognition, DynamoDB, Firebase, Neon, AI SDKs, Groq, Llama3, OpenAI, StripeAI