

Ivan Li

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EDUCATION

Rochester Institute of Technology

Bachelor of Science(BS) in Web & Mobile Computing | 3.65 GPA

Rochester, NY

Expected May 2026

EXPERIENCE

Software Engineer Intern – *Brand Networks(Augeo)* | [aimyads.ai](#)

June 2025 – August 2025

- Shipped full-stack production features for Aimey, an AI-driven media planning platform, enabling SMB advertisers to automate campaign workflows and improve operational efficiency
- Architected and deployed scalable APIs enabling real-time campaign updates, persistent chat state, and AI-driven user interactions across the platform
- Integrated multiple LLM providers (OpenAI, Anthropic, Grok) using the Vercel AI SDK, supporting streaming responses and runtime model selection
- Implemented AI safety guardrails, preventing prompt leakage, blocking system and tool disclosure, and filtering confidential model outputs in production
- Improved application reliability through schema-driven validation, error recovery, structured logging, and resilient UI state management across core workflows
- Standardized timezone handling across campaign services, eliminating cross-region scheduling defects

Tech Stack: Next.js, TypeScript, PostgreSQL, Prisma, OpenAI, Anthropic, Vercel AI SDK

Software Engineer Intern – *Tiger Snack Box* | [tigersnackbox.com](#)

February 2025 – July 2025

- Developed production gameplay features in Unity(C#), spanning lifecycle state management, UI flows, and core game logic
- Architected modular component-based gameplay systems, reducing coupling and supporting independent feature iteration
- Owned feature development across Git branches, driving changes through pull requests, resolving merge conflicts, and validating integrations
- Performed QA validation and regression testing on merge candidates, preventing unstable builds from reaching production

Tech Stack: Unity, C#, Git, Figma

PROJECTS

Concurrent Multiplayer Game System – *Go, React, PostgreSQL, WebSockets, SVG* | [dotsandboxes.app](#)

- Engineered concurrent multiplayer architecture with authoritative server enforcement, eliminating client-side cheating and race conditions
- Implemented WebSocket infrastructure for lobby and room-based messaging with persistent chat history, supporting real-time gameplay for multiple simultaneous users
- Developed an interactive SVG game board with AJAX-driven updates for real-time synchronization and state restoration, ensuring uninterrupted user experience
- Deployed a secure production environment(Render + Vercel) with session-based authentication and SQL injection protection

Multi-Tenant Election Management Platform – *React, Node.js, PostgreSQL, Sequelize, Swagger(OpenAPI)*

- Architected a scalable authorization system supporting 35,000+ users across multiple organizational roles
- Developed RESTful services enabling customizable ballots, reporting pipelines, and election lifecycle management, improving platform efficiency and reliability
- Optimized database performance through indexing and sharding, reducing query latency and improving system responsiveness under high load
- Improved maintainability through Swagger API documentation and structuring database access through an ORM

Event-Driven Image Analysis Pipeline – *AWS Lambda, Python, S3, Rekognition, DynamoDB, CloudWatch*

- Developed an event-driven pipeline that automatically analyzes uploaded images and generates AI-based structured metadata from image content
- Designed retry-safe workflows, ensuring fault-tolerant processing of asynchronous events at scale
- Enforced least-privilege IAM policies, securing service communication and minimized security risk
- Implemented CloudWatch observability, enabling rapid debugging and traceability in production

TECHNICAL SKILLS

Languages: Python, Go, Java, C#, JavaScript, TypeScript

Frameworks/Libraries: React, Node.js, Next.js, Express.js, Tailwind, Vue

Cloud & Infrastructure: AWS (Lambda, S3, DynamoDB, CloudWatch), Docker

Databases: MySQL, PostgreSQL, MongoDB, Neo4j

Tools: Git, Unity, Jira, Figma, AI SDKs (Vercel AI SDK, OpenAI, Anthropic)