

Xinyu (Jack) Li

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Education

Washington University in St. Louis, Missouri <i>MS, BS Computer Science GPA: 3.88</i>	St. Louis, MO <i>Aug 2021 - May 2024</i>
Sewanee: the University of the South <i>BS Computer Science & Mathematics GPA: 3.77</i>	Sewanee, TN <i>Aug 2018 - May 2024</i>

Experience

Turing Medical , Software Engineering Internship, St. Louis, MO; <ul style="list-style-type: none">Built a customer portal with Golang. I created the MySQL database for the website and wrote the Golang code along with the HTML/CSS and JavaScript. The website was mainly for the customers of the companies to register, login, learn about the products, request the products, report issues and provide feedback.Wrote multiple Python scripts with RestAPI to download the artifacts(xml files) from the CircleCI repository and format them into Excel sheets with every test case and its corresponding status.	<i>May 2023 – August 2023</i>
Washington University in St. Louis , Library Digitization; <ul style="list-style-type: none">Used high-quality cameras to capture photos of archived books with different conditions and requirements.Processed these photos with various standards(exposures, colors, etc.) on Capture 1 and Scribe.Archived processed photos into Excel and the University's data bank. Have archived over 5,000 books.	<i>September 2021 – May 2024</i>
Sewanee: the University of the South , Parallel programming & ML Research; <ul style="list-style-type: none">Built a self-organizing Raspberry Pi 3 cluster.Tested MPI, openMP, and mpi4py programs (including a Drug Design Simulation and a Forest Fire Simulation) using C, C++, and Python on the cluster and a Raspberry Pi 4.Experimented with TensorFlow using Jupyter Notebook (Python3) on Linux.	<i>June 2022 – July 2022</i>
Sewanee: the University of the South , Combinatorics of symplectic matroids Research; <ul style="list-style-type: none">Developed solutions for addressing the algebraic structure of the BC3 group.Created a mathematical program using Python to generate symplectic matrices under different conditions.	<i>June 2021 – July 2021</i>
Sewanee: the University of the South , Parallel programming & ML Research; <ul style="list-style-type: none">Built and configured Raspberry Pi cluster (Pi 2 and Pi 3).Experimented with parallel processing methods (including a Pandemic model) using C, C++, Python.	<i>December 2021 – January 2021</i>

Projects

Auto Chess Game, Unity , <ul style="list-style-type: none">Developed a 2D auto chess game.Employed the A* search algorithm for AI pathfinding.Designed a turn-based game mechanism.	<i>June 2024 – Present</i>
Get To The Choppa!, Unity , <ul style="list-style-type: none">Developed a 3D FPS game with a theme of zombie apocalypse.Programmed all enemies and bosses with AI pathfinding, handled the resource distribution, and camera.Designed levels and leveraged the universal rendering pipeline and fine-tuned the materials and shaders of assets and levels to enhance their realism.	<i>January 2024 - April 2024</i>
Poker Game <ul style="list-style-type: none">Developed a C++ program featuring four games: Uno, GoFish, HoldEm, and Pinochle.Implemented local multiplayer functionality, running on Terminal.Utilized Object-Oriented Programming (OOP) and functional programming principles.Applied dynamic memory management techniques throughout development.	<i>September 2023 - December 2023</i>
Howling Frontline, Unreal Engine 5 , <ul style="list-style-type: none">Developed A 3D tower defense game with a theme of the fantasy world.Programmed the enemy AIs including the health, combat, and a wave spawning system.	<i>October 2023 - Present</i>
Quest to Atlantis, Unity , <ul style="list-style-type: none">Developed a 2D adventure role-play game.Programmed the main character, the camera, the collectible resources, and the lighting.Used Krita to create assets for the main character and transformation animations.Published our game on itch.io: https://yingxu.itch.io/450finalproject.	<i>August 2023 – December 2023</i>

Professional Skills

Programming languages: C++, Python, C, Java, JavaScript, Golang, Swift, HTML/CSS
Computer software/ frameworks: PyTorch, Django. Excel, MySQL, Unity, Krita, Unreal Engine 5
Languages: Mandarin Chinese (Native), Japanese (Novice)