



JIAOXUAN(JOSIE) LI

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Education

Georgia Institute of Technology

Jun 2020 – May 2024

Bachelor of Science in Computer Science; GPA: 3.75

Atlanta, Georgia

Georgia Institute of Technology

Aug 2024 – Dec 2025(Expected)

Master of Science in Computer Science

Atlanta, Georgia

Technical Skills

Languages: Python, Java, C, C#, C++, HTML, CSS, JavaScript, TypeScript, MATLAB

Technologies: Docker, GitHub, GitLab, Google Cloud Platform; OpenAPI, React, Node.js, Springboot, Jest; Unity; Open GL; mySQL; Google Charts, Tableau; Latex; Adobe Illustrator, Adobe Photoshop, Figma

Experience

Goldman Sachs

June 2023 – August 2023

Software Engineer Intern

Dallas, Texas

- Implemented a new UI generation for Platform Solutions division that over 1000 agents utilize to provide customer services of Apple Card, High Yield Saving Account, and General Motor Card.
- Built contract-based RESTful API with OpenAPI to add states for credit card application flow, including enabling agents to decline applications to protect the business from fraud; Mocked API calls with Postman and tracked in Splunk.
- Developed a domain-based micro-frontend with React, which enabled agents to search customer profiles and perform service efficiently, significantly reducing the operational expenses of the company. Performed unit tests with Jest.
- Created Jira tickets for the epic and followed CI/CD pipeline to work in multiple codebases with teammates.

Whale Cloud Technology Co., Ltd

May 2022 – August 2022

Software Engineer Intern

Nanjing, China

- Utilized Android Studio and Java to create user interface for an application, which enabled over 10000 broadband installers to accept orders in mobile terminals and upload photos of Broadband CPE information on site.
- Created user-centered features including allowing users to set network environment for upload mode. Transferred users' input as documents to the server using RESTful API, facilitating company's digital transformation.
- Worked in CI/CD pipeline with other interns and developers and collaborated by using Git version control system.

Environmental Engineering Lab, Hohai University

May 2021 – March 2022

Undergraduate Research Assistant

Nanjing, China

- Implemented a MySQL database for proprieties of building mud soaking solution and nutrients migration ability.
- Assisted in adding soil structure amendment into building mud and used Google Charts to record the amount converted into inorganic form for plants. The optimized building mud increased seed germination rate by 34%.

Projects

Mixboard Application Website Development

January 2023 – Current

- Implemented the interactive front end of the application using React and TypeScript, where users could create their own masterpieces by selecting songs as vocals, bass, chords and drum, and experience APP playing the mashed-up music.
- Used React Drag and Drop framework to develop song cards that can be dragged, dropped and expanded in song lanes.
- Integrated Spotify Web API to empower users to log into accounts to choose and select songs. Provided users sign-in methods with Firebase Authentication and stored and retrieved users' information in/from Cloud Firestore.

AR Surgical Loupe

January 2024 – Current

- Developed an AR visualization tool by C# and Unity environment to facilitate real-time guidance for vocal cord surgery
- Integrated a magnifying lens effect with a movable pinpoint and VR rendering to create a detailed, interactive surgical environment, with doctor character movements to simulate the surgical experience.
- Implemented sensor-driven control algorithms for a robotic microscopy arm using the precise head-tracking data provided by the ZED package to enable intuitive, hands-free navigation.

Hartsfield-Jackson ATL Airport Customer Experience Design

August 2021 – Dec 2021

- Conducted user ethnography study and leveraged Figma to create human-centered prototypes; followed design frameworks to create prototypes for improving West Curb. Presented proposal to Airport Customer Experience Team.
- Enhanced user experience of employees and customers at West Curb by 20% with physical prototypes during test phase.