KEVIN LI

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EDUCATION

Cornell University, College of Arts and Sciences, B.A., Graduation Year: 2019

Cumulative GPA: 3.76 (Fall 2015, Fall 2016 Dean's List)

Current Courses: Operating Systems, Game Architecture/Design

Completed Courses: Computer System Organization, Web Design/Programming, iOS App Development, Discrete Structures, Data Structures/Algorithms, Object-Oriented Programming, Linear Algebra, Calculus

COMPUTER SCIENCE EXPERIENCE

Languages: Java, Python, Swift, HTML, PHP, Javascript, C

Github: https://github.com/KevinDigital

Relevant Projects:

- **Fully Pipelined MIPS Processor** – Used Logisim to build a fully piplined processor capable of interpreting and executing instructions in the MIPS ISA, hardcoded assembly language instructions

- **Secret Operatives** – Over the course of 24 hours, lead a team to code a main game file and 3 different class files and 100+ pieces of game art to create a Python Shooting game using the PyGame library.

- **Flappy Bird Clone** – coded in Swift (iOS) using the SpriteKit Framework

- **Temple of BOOM** – Implemented Dijkstra's Shortest Path Algorithm within the program to assist the player in traversing the randomly generated mazes.This Java program involves a GUI that displays a maze for the Player character to collect gold and find the exit before a timer ends.

- **iOS Reddit Client** –Used the Alamofire and UIKit Framework and JSON String manipulation; This application communicates with Reddit servers to display all Reddit webpages on iOS mobile devices.

- **Breakout** – Game using Python with the Games2D library where you redirect a ball to clear all bricks on the screen. Implemented various classes, adjustable difficulty, a menu system, sound effects, etc.

ADDITIONAL EXPERIENCE

Cornell Student Assembly Tech Committee | Fall 2016
- Coordinates with SA reps and Cornell IT to create/update websites and apps for the Cornell community

Teaching Assistant - Cornell CS 1110 | Fall 2016
- Lecture about basic object-orient programming concepts in Python and grade student projects

iD Tech Camps Coding Instructor | Summer 2016
- Taught kids game programming in the Python programming language

Volt Workforce Solutions Game Tester | Summer 2016
- Tested video game/hardware releases for bugs and exploitations

Internship at Bellevue City Hall Public Transportation Division | Fall 2014 to Spring 2015
- Collected/compiled traffic data and issued/processed surveys regarding public transportation conditions

Cornell Table Tennis Club Treasurer | Fall 2016
- Organizing events and managing the budget/funds for the club