Mei Li

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Education

Georgia Institute of Technology Atlanta, GA

Bachelor of Science in Computer Science, Minor in Linguistics, Fintech *Aug 2023 – May 2027*

- **GPA:** 4.00 / 4.00

Technical Skills

Languages: Python, SQL, Java, C, C++, JavaScript, TypeScript, HTML/CSS, Bash
Frameworks: RESTful API, Flask, FastAPI, Spring Boot, Node.js, React.js, Next.js, Express.js, Celery, Tensorflow, PyTorch, Apache Spark, Apache Airflow
Developer Tools: CI/CD, Vercel, Railway, Docker, Linux, Git, AWS, Redis, PowerBI, Tableau
Other: Canva, Social Media Management, Content Marketing

Working Experience

Full Stack Engineer Intern Jun 2025 – Sep 2025

Teens 4 Teens *Charlotte, NC*

- Led development of an application tracking system, and onboarded 20+ HR users and 200+ applicants in current cycle, with estimated time savings of 20 hours per recruitment round.
- Drove development of a scalable Flask backend with Celery asynchronous workflows, automating resume processing and cutting HR manual effort by 70%.
- Implemented a secure authentication system with cookies and role-based permissions to address findings of Broken Access Control and Information Disclosure in error handling.
- Spearheaded a cross-functional initiative by aligning HR, C-suite, and Media stakeholders' standards, directed final deployment using Vercel and Railway.

Software Engineer Intern Jan 2025 – May 2025

SocWeb Lab, Georgia Tech School of Interactive Computing *Atlanta, GA*

- Redesigned the frontend experience using React and TypeScript for a stage-tracking chatbot platform by implementing dark mode, animated transitions, and responsive layouts to improve usability.
- Led the development of user interfaces including goal selection, query input for dynamic prompt construction, implemented timing-based quality control logic to flag potentially low-effort responses by 15%.
- Developed RESTful APIs to collect and pass survey and demographic data into LLM-driven personalization algorithms, increased user engagement by 23% based on usability testing feedback.

Data Science Intern - Paper submitted to CHI2026 Jan 2025 – May 2025

SocWeb Lab, Georgia Tech School of Interactive Computing *Atlanta, GA*

- Developed a data pipeline to support research on public discourse of AI in public health, enabling analysis of framings and narratives using large-scale YouTube datasets.
- Collected and indexed over 50k+ video records via YouTube Data API and SQL, creating a centralized resource for studying AI-related public health discussions.
- Built an automated transcription pipeline with yt-dlp, ffmpeg, and OpenAI Whisper to process 1000+ hours of content, addressing silent tracks, encoding issues, and API rate limits for high-quality data acquisition.
- Contributed to research submitted to CHI 2026, providing a foundational dataset for analyzing AI in public health discourse on social media.

Data Engineer Intern Sep 2024 – Dec 2024

Clayton Lab, Georgia Tech School of City Planning *Atlanta, GA*

- Designed and deployed an Apache Spark pipeline to process and integrate U.S. government spending datasets into a unified table (2 million records), reducing query complexity by 40% and enhancing scalability for large datasets.
- Implemented Airflow workflows to automate the synchronization of external datasets and ensure the unified database remained up-to-date, preventing constant code changes and improving efficiency by 19%.
- Built a PostgreSQL-based schema and developed an interactive Power BI dashboard for visualizing multi-agency funding records, enabling stakeholders to identify trends and insights.

Marketing Analytics Intern Jun 2023 – Sep 2023

Classbro *Remote*

- Visualized and analyzed selected market data and social media account interactivity data using excel and Power BI, displayed to stakeholders to optimize campaign performance.
- Conducted competitive and market analysis on RedNote, researching competitor content strategy, user engagement, and viral trends to provide data-driven recommendations that informed campaign planning.
- Led the end-to-end creation of social media assets, designing engaging promotional posters and graphics using Canva; authored and published posts that increased brand visibility and achieved an average engagement rate of 35%.

Projects

RecommendYou | *Java, HTML, CSS, JavaScript, SQL, MongoDB, Amazon EC2* May 2024 – Sep 2024

- Developed a full-stack web application for users to view their personalized recommendation events;
- Designed and implemented a category-driven content-based algorithm for personalized event recommendations;
- Deployed the service on AWS EC2 with Auto Scaling, conducted unit/load testing (JUnit, JMeter), and optimized throughput to 150 QPS under dynamic workloads.

Tunetally | *Java, Android, Spotify API, GPT-3.5, Figma* Mar 2024 – May 2024

- Developed an Android app integrating Spotify API and GPT-3.5 to analyze user music preferences and generate personalized recommendations;
- Implemented Spotify authorization, backend logic, and playlist generation in Java, ensuring seamless navigation and playback functionality;
- Designed a dynamic, illustration-style UI in Figma, improving usability through iterative user testing.

GameFest | *MongoDB, React.js, TypeScript, Express.js, Node.js, Clerk* Feb 2025 – May 2025

- Built an interactive eSports tournament platform with React and TypeScript, allowing 100+ users to form teams, join matches, view live brackets, and stream gameplay, with montly view of 2k.
- Designed RESTful APIs and MongoDB schemas to manage player data, match results, and team stats, ensuring consistent, real-time updates and reliable data flow throughout the platform.
- Collaborated within a 5-member team to ship core tournament features, such as bracket toggling and match dashboards, improving user engagement and reducing administrative overhead by automating score tracking and match scheduling.

EmoRec | *Python, Audio Processing, scikit-learn, TensorFlow, matplotlib, Model Evaluation* Sep 2024 – Dec 2024

- Implemented advanced audio pre-processing on the RAVDESS dataset, including LibROSA feature extraction, PCA for dimensionality reduction, and noise reduction with noisereduce, ensuring cleaner inputs for modeling;
- Trained and rigorously evaluated Random Forest, SVM, and CNN models, applying Confusion Matrix, ROC curves, and cross-validation to assess performance and guide model selection;
- Performed systematic hyperparameter tuning (e.g., grid search, learning rate adjustment, kernel selection) to optimize model performance, achieving 82-percent accuracy in emotion classification.