

Jinrui Li

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EDUCATION

Santa Clara University, Leavey School of Business

Santa Clara, CA

Masters of Science in Information Systems Candidate

Graduation: June 2026

- Major: Information Systems
- Relevant Coursework: Natural Language Processing, Information Systems Analysis & Design- Systems Modeling, Data Analytics

University of Manitoba

Winnipeg MB, Canada

Bachelor of Science

Graduation: June 2024

- Major: Science
- ESL-Pre-Degree English Program

TECHNICAL SKILLS

Programming Languages: Python (Advanced), Java (Intermediate), C (Basic problem-solving and algorithm implementation), R (Data manipulation, statistical modeling, and visualization)

Data Tools: SQL (Data transformation, querying), Excel (Advanced analysis and visualization), OpenRefine (Data cleansing), Word (Document creation and formatting), PowerPoint (Advanced slide design and visual storytelling)

Data Visualization: Python (Matplotlib, Seaborn), Excel (Charts, graphs), R (ggplot2, Shiny)

Big Data Analysis: Proficient in large dataset analysis, processing, and visualization using Python and R

EXPERIENCE

Hewlett-Packard – Intern

November 2023 – December 2023

- Optimized investment strategies by thorough studies by examining between fifteen and twenty- essential data points to evaluate startup risks across over twenty companies.
- Developed a market map that consolidates insights from industry publications and measurements, emphasizing three principal market trends for product development.
- Enhanced data precision by thirty percent through data purification with OpenRefine, SQL, and Excel.
- Created significant visualizations utilizing Python (Matplotlib/Seaborn) and Excel, facilitating data-informed decisions for strategic goals.
- Cooperated with interdisciplinary teams to synchronize data insights with organizational goals.

ACADEMIC PROJECTS

Big Data Mining and Visualization Analysis of Social Networks:

May 2023 – November 2023

- Examined actual instances of social networks and their impact on behaviors.
- Utilized clustering and decision-making techniques to examine data trends.
- Created Python scripts for network modeling and data visualization.

The Rise of E-Sports: The Transformation from Leisure Entertainment to a Global Sports Phenomenon

March 2024

- Executed an investigation of the worldwide evolution of e-sports from recreational enjoyment to a recognized athletic phenomenon.
- Investigated the social and economic effects of e-sports on worldwide audiences and sectors.
- Published findings in Lecture Notes in Education Psychology and Public Media (Print ISSN 2753-7048).

ADDITIONAL INFORMATION

Languages: Fluent in English, Native Speaker of Chinese.

Publications: The Rise of E-Sports: The Transformation from Leisure Entertainment to a Global Sports Phenomenon.

Interests: Data visualization, AI research, and social impact projects

