

# WEIHAN LI

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## EDUCATION

<b>Carnegie Mellon University, Pittsburgh, PA</b>	GPA: 4.0/4.0, 05/2021
Bachelor of Science in Discrete Math and Computation	Dean's List, High Honors
Double Major in Computer Science, Minor in Human Computer Interaction	in Fall 2017, Spring 2018

## COURSEWORK

Principles of Imperative Computation	Principles of Functional Programming
Great Ideas in Theoretical Computer Science	Vector Analysis
Algebraic Structures	Fundamentals of Programming and Computer Science
Mathematical Concepts and Proofs	Linear Algebra

## EXPERIENCE

<b>Software Engineer Intern at Microsoft STCA-Ads Team, Beijing</b>	05/2018-08/2018
<ul style="list-style-type: none"><li>Analyzed correlation between data and conducted anomaly detection to build counter analysis module in an auto-Direct Response Individual tool using Python</li><li>Clustered data by description using Natural Language Processing</li><li>Built data structures using XML and created web app to visualize using jQuery</li></ul>	

## PROJECTS

<b>Web app Smart Colors</b>	07/2018
<ul style="list-style-type: none"><li>Compiled data to create database and constructed the Front-End and Back-End of the web app to give fashion and color combination suggestions using Django</li><li>Cooperated on extracting data from internet using web scraping</li></ul>	
<b>My Portfolio Website</b>	05/2018-07/2018
<ul style="list-style-type: none"><li>Designed and developed using HTML, CSS and JavaScript</li></ul>	
<b>App LogChat</b>	02/2018
<ul style="list-style-type: none"><li>Exported sorted and automatically formatted worklogs using Machine Learning</li><li>Collaborated on building a chatroom for group work using sockets</li></ul>	
<b>Star-Trek Style 3D Chess</b>	11/2017
<ul style="list-style-type: none"><li>Built 3D interface and rotatable views and programmed 3D chess rules using Panda 3D</li><li>Enabled one-player mode and best next move suggestions using AI algorithms</li></ul>	
<b>Bike Safety Design Thinking Project</b>	07/2016-08/2016
<ul style="list-style-type: none"><li>Conducted interviews and analyzed user behavior on bike safety condition in St. Louis</li><li>Designed a dodge man game to improve commuters' awareness of safety</li></ul>	
<b>Android App Campus Walkthrough System</b>	09/2015-05/2016
<ul style="list-style-type: none"><li>Assisted in creating 3D models of the entire campus using SketchUp</li><li>Organized mapping of the models and set up AR environment using Unity</li></ul>	

## SKILLS

<b>Language</b> Mandarin (Native), English	<b>Programming</b> Python, C, HTML, CSS, JavaScript, Standard ML, C++ (intermediate), Java (basic)
<b>Tools</b> pandas, numpy, jQuery, Panda 3D, sqlite, Open CV, XML, git, Django, requests	<b>Applications</b> LaTeX, Markdown, Adobe Photoshop, Adobe InDesign, Google SketchUp, Unity

## ACTIVITIES

<b>Putnam Competition 2017</b> Ranked 255 out of 4,638
<b>Puzzle Hunt</b> of Fundamentals of Programming and Computer Science(15112) Ranked 3 <sup>rd</sup>
<b>Big Straw Magazine</b> Design Team Member 2017.9-Now