

WEIHAN LI

weihanl1@andrew.cmu.edu

(412)452-6986; (+86)13522318270

<https://github.com/ReedyHarbour>

GPA: 4.0/4.0

EDUCATION

Bachelor of Mathematical Sciences at Carnegie Mellon University, Pittsburgh, PA Aug. 2017-Expected May. 2021

Major in Discrete Math, Double Major in Computer Science, Minor in Human Computer Interaction

Early Development Program for Top Innovative Students Sept.2010-Jul.2017

at High School Affiliated to Renmin University of China, Beijing, China

COURSEWORK

Fundamentals of Programming and Computer Science	Biological Foundations of Behavior
Putnam Seminar	Vector Analysis
Matrices and Linear Transformations	Principles of Imperative Computation
Mathematical Concepts and Proofs	Principles of Functional Programming
Great Theoretical Ideas of Computer Science	

PROJECTS

Computer Science Related

A Star-Trek Style 3D Chess , independently built by Python and Panda 3D, designed for 15112 Term Project	Nov. 2017
An app LogChat , a chatroom for group work and can export nice formatting worklogs using Python and Machine Learning, designed as a team in tartanhacks 2018	Feb. 2018
Smart Colors , a web app that gives fashion advice and color combination suggestions from the outfits captured in webcam	July. 2018
Personal Website , designed and built individually	Jun. 2018

Design and Innovation

A multifunctional baby chair , improved the functions of baby chair by combining with baby walker; received an Utility Model Patent	Nov. 2016 – Jan. 2017
A bike safety project , researched on bike safety condition in St. Louis; designed a dodge man game to improve commuters' awareness of safety	Jul. 2016 – Aug. 2016
A campus walkthrough system , led a team to make a campus walkthrough system mobile app of my high school based on Augmented Reality realized by SketchUp to present 3D models and Unity to build the AR environment	Sept. 2015 – May. 2016

INTERNSHIP

Software Engineer at Microsoft STCA-Ads Team, Beijing May. 2018 – Aug. 2018

- Built counter analysis tool by detecting data anomaly and correlation analysis
- Categorized counter data using machine learning techniques
- Created Web App to visualize the results, helped build an auto-Direct Response Individual tool

SKILLS

Language Mandarin (Native), English

Programming C, Python, C++, HTML, CSS, JavaScript, Standard ML

Tools requests, Django, sqlite, pandas, numpy, jQuery, Panda 3D, Open CV, XML, git

Applications LaTeX, Markdown, Adobe Photoshop, Adobe InDesign, Google SketchUp, Unity

ACTIVITIES

Putnam Competition 2017 Ranked 255 out of 4,638	Fall 2017
Design Team Member of Big Straw Magazine	Fall 2017-Now
Puzzle Hunt Ranked 3rd of Fundamentals of Programming and Computer Science (15112)	Fall 2017
MCS Dean's List	Fall 2017, Spring 2018
Associate Chief Editor of W.E. School Magazine Editorial	Fall 2015-Fall 2017