

WEIHAN LI

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EDUCATION

Carnegie Mellon University, Pittsburgh, PA	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		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

Software Engineer Intern at Microsoft STCA-Ads Team, Beijing	05/2018-08/2018
<ul style="list-style-type: none">Analyzed correlation between data and detected anomaly to build counter analysis module in an auto-Direct Response Individual toolClustered data by description using Natural Language ProcessingBuilt data structures and created web app to visualize	

PROJECTS

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

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
Puzzle Hunt of Fundamentals of Programming and Computer Science(15112) Ranked 3 rd
Big Straw Magazine Design Team Member 2017.9-Now
W.E. School Magazine Editorial , Associate Chief Editor 2015.9-2017.3