

Songyu Li

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EDUCATION

University of Illinois at Urbana-Champaign

BS Computer Science (Expected May, 2018)

GPA: 3.77/4.0

Coursework: Data Structure (C++), System Programming (C and Unix), Algorithms and Models of Computation, Database Systems, Software Engineering I & II, Artificial Intelligence, Numerical Analysis, Discrete Structure, Computer Architecture, Combinatorics, Calculus and Linear Algebra

EXPERIENCE

Software Engineering Intern

iOS Team, Zillow

May 2017 - present

Seattle, WA

- Ongoing summer internship

Courseware Developer

Jisuanke

May 2016 - August 2016

Beijing, China

- Tested an online coding service (Unix Terminal and online IDE)
- Developed Autograder which serves as the extension of an online coding service

SKILLS

- Languages: Node.js, C, C++, Objective-C, Python and Java
- Tools: Git, Subversion, IntelliJ and WebStorm
- Development Methodologies: Agile and XP

PROJECTS

Relink a realtime virtual classroom

U of Illinois

A web application that enables students and instructors to chat in realtime about class materials, helps instructors arrange in-class polling and quizzes, and collects responses from students. It has a unique architecture with separate Node.js and Python back ends. Efficient exchanges of information between clients and server rely on socket communications and MongoDB, and front end was developed with React. It was a course project developed by a group of eight students. The whole team practiced and enjoyed Agile Development

Autograder for an online coding service

Jisuanke.com

A project for the company's online coding challenges service. It can compile and grade user's code based on correctness and performance of user's submission. It detects compiling errors, run-time errors and memory leaks, with the help of Valgrind. A lot of experiences regarding Unix system calls and processes controls were learned from this project.