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   May 2017 - present
iOS Team, Zillow   Seattle, WA

- Ongoing summer internship
- Refactored legacy code for an iOS app

Courseware Developer   May 2016 - August 2016
Jisuanke   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. Its backend was implemented in Node.js and Python. 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 program that 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.

Meinspider — a Node.js Web Crawler

A crawler that can collect texts, images, and other webpage elements based on HTML tags specified by user. It is made with Node.js and Cheerio