

Tianyu Li

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Carnegie Mellon University (2014 ~ 2018)
Sophomore, BS in Electrical & Computer Engineering,
Minor in Computer Science

Objective

Internship (2016.5 - 2016.8)
Software Development, Mobile Development

Skills

C / Java / Swift / Python / Standard ML
Proficient in common data structures and algorithms. Familiar with image and string processing
Linux / Unix
Familiar with commonly used Linux and Unix commands
Oracle / SQL
Familiar with basic theory of database and SQL

Experience

Sanji, Guangzhou, China **Internship (2014.7)**
Analyzing statistics of game characters using SQLite.

Related Courses

Fundamentals of Programming and Computer Science
Principles of Imperative Programming
Functional Programming
Introduction to Computer Systems
Parallel and Sequential Data Structures and Algorithms
Probability Theory and Random Process

Projects

Photo Editor (Python) (2014 Fall)
Users can apply different filters, make modifications to their pictures and save them in their computers.
Web Proxy (C) (2015 Fall)
An HTTP proxy that caches web objects. It accepts incoming connections, reads and parses requests, forwards requests to web servers, reads the servers' responses, and forwards those responses to the corresponding clients.
Malloc (C) (2015 Fall)
A general purpose dynamic storage allocator for C programs. My own version of the malloc, free, realloc, and calloc functions.
Shell (C) (2015 Fall)
A simple Linux shell program that supports a simple form of job control and I/O redirection.
c0 Virtual Machine (2015 Spring)
A low-level virtual machine for compiler backends. It is a fully functional design and is able to execute arbitrary C0 code.
Same Game (Swift) (2015 Summer)
Users touch the screen and move the blocks of the same color together to delete them.