

Zhiqiang Li

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Education

Tufts University

B.S. in Computer Science

GPA: 3.70

Relevant coursework: Calculus 3, Intro to Computer Science (C++), Linear Algebra

Medford, MA

Expected May 2028

Experience

Mr. Gao's Art Studio

Malden, MA and Boston, MA

Summer Camp Coding Instructor

July 2025 - Present

- Arranged weekly classes spanning the fundamentals of programming, ensuring the success of student learning
- Organized interactive game design models, increasing student's weekly program return rate by nearly 80%
- Advocated coding add-on to the art program, capturing the interest of more than 30% of students and parents

HCI Lab At Tufts University

Medford, MA

Undergraduate Researcher

March 2025 - Present

- Managed software and visual (front-end) components using Kotlin through the Samsung smartwatch sensors, focusing on mental workload detection
- Cleaned and converted raw data from sensors into readable units and structured formats for analysis
- Engaged in pair programming in Kotlin and Samsung APIs, improving code quality and team efficiency

iDea Lab At Tufts University

Medford, MA

Software Developer

Feb 2025 - Present

- Helped with the OwlHead project, using VR to alter and expand one's vision/field of view by 60% using Unity
- Optimized scales for different FOVs ranging 90° to 135° using display curves that mimic lens/curvature of glass
- Established connection with fish-eye camera in Unity, displaying VR fov alteration into real life environment

iLearn Education Center

Malden, MA

Volunteer Tutor

Sept 2021 - May 2024

- Collaborated with 4-5 colleagues daily on strategies for student success, coming up with new and efficient learning materials
- Engaged closely with over 20 students from K-8, teaching math, English, and HTML/CSS
- Inspired students with demos on game projects, leading to their own development on Scratch

Projects

Prototype Tennis App

- Collaborated with tennis coach to create an app to assist tracking statistics of 20+ players on the tennis team
- Utilizes Google firebase and cloud storage to store a dynamic list of player data, notes, and videos, enabling performance reviews and increase focus on specific skills for each player
- Aided the tennis team into winning the GBL tournament of 8 teams, making top 30 in the MIAA state tournament

Text-based RPG

- Developed a compelling text-based RPG game using Java, JavaFx, and Java Swing
- Incorporated object-oriented programming to stimulate action sequences between player and enemies
- Applied class learnings on data structures like queues, hashmaps, and dictionaries to hold different game environments like the player and monsters data and the game map

Super Tic Tac Toe

- Remodeled the basic tic tac toe into a complex system through data structures using the $O(n)$ time complexity
- Implemented input from player to create $N \times N$ board using map data structure, setting N win condition
- Programmed the conceptual idea of having the first X or O placed down disappear after placing more than the win condition N, enhancing game mechanics

Leadership

Tufts Robotics Club

Medford, MA

Member

Sept 2024 - Feb 2025

- Led a group of four members in utilizing CAD, arduino, and flysky fs-i6 controller to build a battlebot
- Organized weekly meetings with group members, successfully scheduling progressive tasks

Skills

Programming languages: JAVA, LUA, HTML/CSS, Dart, C, C++, SQL, Kotlin

Software/ frameworks: Flutter (Dart), Google Firebase & Cloud Storage, YouTube API, JavaFX

Language Skills: English (Proficient), Chinese (Fluent)