

# Xufeng (Jacky) Li

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## Education

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### UNIVERSITY OF ROCHESTER

Bachelor of Science degree in Physics

ROCHESTER, NY

Anticipated May 2018

- Minor in Math and Computer Science
- Lacrosse Club; Wrestling Club; Society of Physics Students (Offered free Tutoring)
- Dean's list for two semesters
- Dean's Scholarship

## Relevant Courses

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- **Calculus I, II, III, Linear Algebra w/ Differential Equations, Intro to Probability, Complex Analysis.**
- **The Art of Programming:** Studied the fundamental concepts of computer programming; Implemented many of the concepts in labs, and projects (in the programming language Java).
- **Honors Mechanics, Honors Electricity and Magnetism, Honors Modern Physics**
- **Quantum Mechanics w/ Physical Systems**
- **Currently taking:** Linear Algebra, Applied Boundary Value Problems (Differential Equations), Classical Mechanics, E&M I.

## Work Experience

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### MINER LIBRARY AT STRONG MEMORIAL HOSPITAL

Technical Assistant (Answer Desk and Computing Center Desk)

ROCHESTER, NY

March 2015 - Present

- Attend to patrons who need technical and general help in the library.
- Enhanced customer service skills as a professional and friendly greeter to patrons.
- Analytical and quick problem solving skills to diagnose and debug technical issues.

## Projects

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### PROJECTILES

- A game based on projectile motion with a random number generator, requiring user input to guess the number
- implemented trigonometry and physics into the user's input for a final input

### FOOTBALL

- A game based on the sport Football with Football rules and penalties
- implemented probability with the user's and the AI's input
- Created an AI with a bit of reasonable randomness in order to beat the player

### FIREWORKS

- A program that generates multiple projectiles to create a would be firework, using JAVA Graphics
- User input is asked in a form of GUI, adheres to the realm of physics: e.i. an open vacuum and gravity

### PADDLE BALL

- A game based on ping pong using JAVA's timer class to depict object motion
- The object or ball follows conservation of momentum as well as other physical phenomenon

## Skills

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- Proficient in Java – Fully implemented projects while adhering to object oriented programming
- IgorPro, LoggerPro – Utilized for physics labs to interpret and analyze data
- Familiar with C++ – Implemented algorithms in the class automatus robots for lab