Aaron S. Li

Software Engineer | Cybersecurity Engineer

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SUMMARY

CS Major, earning B.S. at UC-San Diego aspires to a career in software engineering or cybersecurity. Want to apply skills and experience to fulfill employer's needs and continue working on development projects.

EDUCATION

- **UC SAN DIEGO (UCSD):**
  - B.S., Computer Science **Expected:** June 2022 **- Academic GPA:** 3.58
- **COURSEWORK FOCUS:**
  - **Computer Science:**
    - Mathematics for Algorithms and Systems
    - Discrete Mathematics
    - Design and Analysis of Algorithms
    - Programming Languages: Principles and Paradigms
    - Theory of Computability
    - Computer Organization and Systems Programming
    - Digital Systems Laboratory
    - Components and Design Techniques for Digital Systems
  - **Math:**
    - Statistical Methods
    - Honors Linear Algebra
    - Calculus and Analytic Geometry for Science and Engineering

PROFESSIONAL EXPERIENCE

GENVIRA BIOSCIENCES INC., OTTAWA, CANADA (June 2020 - September 2020): **Paid Internship**

- ➢ Configured/Set up IT infrastructure and firewalls for this new startup company
- ➢ Designed/Built the company's website
- ➢ Developed machine learning software (Python) from a biological database to predict tumor antigens for personalized tumor vaccines, which are the company's featured products.

FUTUREWEI TECHNOLOGIES, SAN DIEGO, CA (June 2018 – August 2018): **Volunteer Internship**

- ➢ Evaluated see-in-dark DL network for dark scene image processing
- ➢ Generated new datasets with a smartphone camera; re-trained computational neural network
- ➢ Assembled DL workstation from parts; setup Linux/DL environment

PROJECTS

PYRAMID BASED IMAGE FUSION (2021):

- ➢ Generated Laplacian pyramids for two images, merged each layer, then reconstructed the merged images
- ➢ Created interactive UI with Qt
- ➢ Leveraged open CV for Image input/output

FRACTAL GENERATION (2020):

- ➢ Created original Java programs to generate the Mandelbrot and the Julia sets of fractal images

BOID SIMULATION (2019):

- ➢ Created original Java programs to simulate a flock of realistic generic creatures, such birds or fish
  - Each individual boid follows certain rules to create a flocking behavior: separation, alignment, cohesion, and attempts to avoid obstacles

SORTING SIMULATION (2019):

- ➢ Created original Java programs to compare and visualize the speed of 14 sorting methods to identify and categorize advantages, drawbacks, and applications for each method.

AWARDS & HONORS

CYBERSECURITY

- ➢ **CyberPatriot National Finalist (2018)**: 6th among 3,500 registered high school teams
- ➢ **Received all-expenses paid award** to compete at the National Finals Competition at Baltimore, MD.

ROBOTICS

- ➢ **FIRST Tech Challenge** (2015 – 2017): San Diego Regional **2nd place** of 60+ teams, **Control Award** winner
  - Team position: Team Captain, 1st operator

SKILLS

PROGRAMMING LANGUAGE COMPETENCIES:	Java, C, C++, Python, Haskell, Kotlin
OPERATING SYSTEM COMPETENCIES:	Windows, Linux/Installed Arch Linux
LIBRARIES:	LWJGL, OpenCV