

Alan Li

9201 Paddock Lane, Potomac, MD 20854

☎ 240-390-7251

✉ ahl88@cornell.edu

🔗 github.com/alanli2001

</> alanli2001.github.io

EDUCATION

Cornell University

Ithaca, NY

B.S. Computer Science, Minors in Applied Math and Operations Research

Aug 2019 – May 2023

- GPA: 3.5
- Coursework: Machine Learning, Artificial Intelligence, Computer Systems, Functional Programming, Object-Oriented Programming, Data Structures, Discrete Structures, Linear Algebra, Statistics.

WORK EXPERIENCE

Financial Industry Regulatory Authority (FINRA)

Rockville, MD

Software Developer Intern

May 2021 – Aug 2021

- Will develop software using Java, SQL, and AWS.

Rockville Swim Center

Rockville, MD

Private Swim Coach

Jun 2019 – Aug 2019

- Provided one on one lessons to competitive athletes ages 13 through 17 preparing for championship competitions.
- Developed individualized training plans to improve swim technique, race strategy, and mental training.

University of Maryland, College Park

College Park, MD

Research Intern

Jun 2018 – Jul 2018

- Developed and ran simulations that modeled interactions between proteins and membranes on the molecular level.
- Built membrane complex models by generating inputs with CHARMM-GUI and simulating it with CHARMM.

Montgomery County Public Schools

Gaithersburg, MD

Teaching Assistant

Jun 2014 – Aug 2017

- Assisted teacher of 20 students by assisting with worksheets, tutoring individuals, and grading homework.
- Created learning materials for K-5 students to help them develop their reading, writing, and math skills.

PROJECTS

Monopoly | OCaml

- Collaborated with other developers to build a fully customizable version of the popular board game Monopoly.
- Implemented the backend, handling all user commands and keeping track of dynamic and static game data.
- Handled board customization which lets players input JSON files to customize game boards.

Battlecode | Java

- Competed in MIT's Battlecode competition, which features a turn-based strategy game where robots need to demonstrate a mastery of both resource management and combat tactics.
- Placed 27th in U.S. tournament, and 45th in scrim rankings out of 500+ teams.

March Madness Prediction Model

- Constructed a logistic regression model to predict every match result in the 2019 March Madness tournament.
- Placed in the top 10% in the 2019 Men's Google Cloud and NCAA Kaggle competition with 0.46 log loss.

EXTRACURRICULARS

Men's Varsity Swim and Dive

- Committed around 25 hours per week to training and competing as a Division I student athlete.

Big Red Leadership Institute

- Participated in biweekly workshops that focus on improving leadership skills for student athletes.

Association of Computer Science Undergraduates

- Attended monthly talks about computer science.

TECHNICAL SKILLS

Programming Languages: Java, Python, OCaml, C/C++, SQL, HTML, CSS, Javascript, R, MATLAB

Software & Tools: Git, Unix, LaTeX, NumPy, VS Code, PyCharm, IntelliJ, Eclipse, MS Office