Alan Li

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Education

Cornell University Ithaca, NY

B.S. Computer Science, Minor in Applied Math and Operations Research *Aug 2019 – Dec 2022*

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

Employment

Private Swim Coach Jun 2019 – Aug 2019

Rockville Swim Center *Rockville, MD*

- Trained athletes to improve their swim technique, race strategy, and mental training.

Research Assistant Jun 2018 – Jul 2018

University of Maryland, College Park *College Park, MD*

- Developed scripts with that modeled membranes and membrane-associated proteins on the molecular level.

Tutor Jun 2014 – Aug 2017

Montgomery County Public Schools *Gaithersburg, MD*

- Worked with K-5 students on improving reading comprehension, writing, and math skills.
- Developed learning materials for teacher use.

Technical Skills

Programming Languages: Java, Python, OCaml, SQL, HTML, CSS, Javascript, R, MATLAB
Software & Tools: Git, Unix, LaTex, VS Code, PyCharm, IntelliJ, Eclipse, MS Office

Projects

Monopoly | *OCaml, Git*

- Collaborated with other developers to build a fully customizable version of the popular board game Monopoly.
- Developed the backend, handling all user commands and keeping track of both dynamic and static game data.
- Incorporates JSON files to customize game boards to user's wishes.

Automated Trading Bot | *Python*

- Coded an algorithm to trade stocks and derivatives in Python using the QuantConnect api.
- Trading strategy was formulated based on several technical indicators.

Battlecode | *Java*

- Coded bots for 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 27^{th} in U.S. tournament, and 45^{th} in scrim rankings out of 500+ teams.

March Madness Prediction Model

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

Extracurriculars

Men's Varsity Swim and Dive

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

Association of Computer Science Undergraduates

- Attended monthly talks about computer science.

Big Red Leadership Institute

- Attended monthly workshops that focuses on improving leadership skills for student athletes.