

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 27th in U.S. tournament, and 45th 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.