

Amy Li

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EDUCATION

Carnegie Mellon University

B.S. in Computer Science, Minor in Neural Computation

Selected Coursework: Parallel and Sequential Data Structures and Algorithms, Introduction to Systems Programming, Probability Theory, Introduction to Machine Learning, AI Methods for Social Good

Pittsburgh, PA

05/2022

ENGINEERING RELATED SKILLS AND EXPERIENCES

Skills: Python, C, C++, C#, Java, HTML, CSS, JavaScript, TypeScript, React, SML, Android Studio, MATLAB, Unity 3D

Software Engineer Intern

Microsoft – MSAI Cortana

05/2020 – current

Remote

- Improving the runtime capabilities of Cortana, Microsoft's digital productivity assistant.

Teaching Assistant for 15-281 Artificial Intelligence: Representation and Problem-Solving

Carnegie Mellon University

01/2020 – current

Pittsburgh, PA

- Lead weekly recitations, hold office hours, grade assignments, and help develop course material.
- Course topics include knowledge representation, search, planning, optimization, and game theory.

Explorer Intern

Microsoft – Outlook Web App

05/2019 – 08/2019

Redmond, WA

- Conducted user research and created a comprehensive product design spec for a new feature in Outlook Web.
- Created back-end server changes and built the UX for the feature tooltip in the email reading pane.

Software Development Intern

Expedia, Inc.

06/2017 – 08/2017

Bellevue, WA

- Built A/B tests to improve site usability and increase user conversion in the Bundle Deals shopping path.

LEADERSHIP AND COMMUNITY INVOLVEMENT

Women@SCS Sisters Program Co-Chair

Carnegie Mellon University

08/2019 – current

Pittsburgh, PA

- Organize and lead undergraduate mentoring program for women in the School of Computer Science.

Girls Who Code Club Co-founder & President

Garfield High School

09/2015 – 06/2018

Seattle, WA

- Taught weekly coding lessons to 30 girls and coordinated club outreach with local tech companies and sponsors.

PROJECTS

Planning Volunteer Assignments for Ocean and Beach Pollution Cleanup

01/2020 – 05/2020

- Created an integer programming formulation in Python to determine the optimal locations to hold annual beach cleanup efforts around the world based on plastics pollution, geography, population density, and wildlife data.

Seeker Mobile App

09/2017 – 06/2018

- Interactive scavenger hunt game for the city of Seattle. Used Android Studio, Google Maps API, and Firebase Realtime Database. Released in the Google Play Store in 2018.

Predadorks VR Game

05/2018

- Multiplayer VR maze running game created in 24 hours at CodeDay. Used Unity 3D and handmade VR headsets. Won CodeDay Best in Class Award for creativity.

HONORS AND AWARDS

Dean's List with High Honors

Fall 2019

Carnegie Mellon Grace Hopper Scholar

2019

Rewriting the Code Fellow

2019

NCWIT Award for Aspirations in Computing

2017, 2018