

# Angie Li

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## Education

### Bachelor of Science (BS) in Web and Mobile Computing

Rochester Institute of Technology | Rochester, NY

Expected Graduation May 2026

GPA 3.97

## Work History

### Course Assistant

08/2023 - Present

Rochester Institute of Technology Software Engineering

Rochester, NY

- Provide timely and constructive feedback for over 600 assignments, and support the grading process by maintaining accurate records and inputting into the university grading system.
- Offer additional academic support to 30 students during class and with clarification of Python course topics.

### Software Engineer Intern

06/2024 - 08/2024

Charles River Development

Burlington, MA

- Worked with the Engineering QA team on converting over 25 automated test cases from front-end-based Silk4Net testing to back-end-based in-house API system tests.
- Advanced financial domain knowledge, familiarized with software products produced and their interfaces.

### Project Intern

10/2021 - 07/2022

Protomatica CTE

Brooklyn, NY

- Worked on a functional robotic arm; designed in Autodesk Inventor, 3D printed on Makerbot Replicator, coded and circuited with Arduino software in a collaborative team of three.
- Managed the project process with documentation and effective communication with employers throughout the year-long process.

## Projects

### forME | Figma, HTML, CSS, JavaScript, APIs

March 2023

- Built a mobile application within 24 hours focused on educating women on the current mental health medications and birth control available on the market.
- Implemented an OpenFDA API, and worked on the JavaScript and HTML of the different site tabs for overall functionality and connectivity.
- Won WiCHacks 2023 Hackathon M&T Best UI/UX Winning Project for designing and developing with an emphasis on inclusivity/accessibility.

## Technical Skills

**Web & Database:** React.js, HTML/CSS, Web APIs, SQL, MySQL, JSON

**Languages:** Python, JavaScript, PHP, Java, Swift, Kotlin, C++, C#

**Development Tools:** GitHub, Visual Studio, Figma, IntelliJ, Jira, Perforce

**Frameworks & Platforms:** Adobe Creative Suite, Unity, Arduino IDE, Autodesk Inventor

## Campus Involvements

### UX Club | Vice President

- Manage the club's inner workings, facilitate and arrange meetings to promote visibility of User-centered design.

### Honors and Awards:

Outstanding Undergraduate Scholar, Honors Program, ENGAgE Research Scholar, Dean's List