

Anita Li

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EDUCATION

University of British Columbia

Bachelor of Science

Vancouver

Sep 2024 – Now

University Transition Program

Secondary School

Vancouver

Sep 2022 – June 2024

EXPERIENCE

Research Lab Volunteer

University of British Columbia (UBC)

March 2023 – November 2023

Vancouver, CA

- Volunteered with an Associate Professor at the UBC School of Sauder to help analyze collected data, for instance surrounding firm-level risk.
- Used Python Pandas library to pre-process financial data, including cleaning and aggregation.

Scratch Programming Instructor

Online

September 2022 – January 2024

Vancouver, CA

- Volunteered for online one-on-one instruction at a Scratch coding lesson institution.
- Created class plans and communicated with students and parents to best fit the progress of my students.

PROJECTS

Data Science Project | Python, pandas, NumPy, Jupyter Notebook

November 2024 – December 2024

- Through a UBC professor, worked with a research project related to Minecraft to understand more about session data times.
- As part of a group, utilized Jupyter Notebook to clean, process, and analyze session data, determining peak activity periods and other information.
- Implemented K-Nearest-Neighbor (KNN) and linear regression models to predict future player activity levels.

Software Construction Project | Java, Visual Studio, GitHub

February 2025 – Current

- Developing a Java Swing application to assist vehicle rental businesses in tracking rental locations and vehicles.
- Designed and implemented an intuitive graphical user interface (GUI) using Java Swing to enhance user experience and streamline rental tracking.
- Integrated features for adding and removing vehicles and rental locations, managing vehicle availability, and retrieving historical data to improve operational efficiency.
- Contributed over 1,000 lines of code across 100+ commits in a GitHub repository, actively refining and expanding functionality through iterative development.

Hackathon Project | HTML, CSS, JavaScript, VSCode

November 2024

- Collaborated in a team of four during a Hackathon to develop a web application that assists artists in colorizing images and finding blended tones.
- Designed and programmed front-end interfaces using HTML, CSS, and JavaScript, enabling users to complete their goals interactively.
- Implemented and designed features pages for finding good colour options for inputted options and colourizing an image based on a chosen colour.
- Worked closely with teammates who integrated additional functionalities, such as the home page to create a polished final product.

TECHNICAL SKILLS

Languages: C++, Java, Python, HTML, CSS, JavaScript

Test Frameworks: JUnit

Developer Tools: Git, Visual Studio, PyCharm, IntelliJ, Jupyter Notebook

Libraries: pandas, NumPy, Scikit-learn, TensorFlow