Anita Li

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Education

University of British Columbia — Vancouver
Bachelor of Science — *Sep 2024 – Now*

University Transition Program — Vancouver
Secondary School — *Sep 2022 – June 2024*

Experience

Research Lab Volunteer — March 2023 – November 2023
University of British Columbia (UBC) — *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 — September 2022 – January 2024
Online — *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* — Febuary 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