Anthony Li

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Education	**University of Massachusetts Amherst**	Sept 2013 – May 2017
	Computer Science, Minor in Information Technology	
	GPA: 3.692, Dean's List Honors	

Experience

Charles River Development — July 2017 – Present
Software Engineer

W.E.B. Du Bois Library — Sept 2015 – May 2017
Circulation/Reserves Student Assistant
- Staffed a public service desk
- Assisted patrons with checking in and checking out library material

Charles River Development — June 2016 – Aug 2016
Software Engineer Intern
- Contributed to UI changes that would be released in the final product
- Implemented in-depth, automated tests to ensure functionality of the client UI

MarketMuse — May 2015 – Aug 2015
Software Engineer Intern
- Developed a rewrite of the content acquisition middleware
- Enhanced the quality of the content acquired and extracted from websites which in turn improved the relevance of content provided for the company's clients

Skills

Programming Experience
Scala, Java, JavaScript, HTML5, CSS3, Go, C#, Python, PostgreSQL, MySQL, MongoDB

Frameworks/Libraries/Tools
Akka, AngularJS, Electron, Git, Ionic, jQuery, Node.js, Play, React

Environments
macOS, Linux, Windows

Projects

Raspberry Pi Monitor • Go, React, Bash
A web application that displays and monitors the system information of a Raspberry Pi. Bash commands are executed at intervals to gather data sent to the front-end.

Clipt • Electron, AngularJS, SQLite
A cross platform clipboard manager that makes it easy for users to access and maintain their clipboard offline.

Google URL Shortener Desktop • C#, WPF, Google URL Shortener API
A desktop application that brings the Google URL Shortener to the Windows desktop, reducing the time spent having to go to goo.gl in the browser.