ANTHONY LI

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EDUCATION University of Massachusetts Amherst

Sept 2013 – Present

Computer Science, Minor in Information Technology

Computer Science GPA: 3.62, Dean's List Honors

EXPERIENCE Charles River Development

June 2016 - Present

Software Engineer Intern

Implemented in-depth, automated UI tests that verified the functionality of the front-end client software.

Tech: C#, Visual Studio

UMass Amherst Libraries

Sept 2015 – Present

Circulation/Reserves Student Assistant

Staffed a public service desk and assisted patrons with charging out library material, as well as discharging returned material.

MarketMuse

May 2015 – Aug 2015

Software Engineer Intern

Improved upon existing content acquisition middleware, independently researched for best-in-class software components, and ensured functionality and speed through performance testing and optimization.

Tech: Scala, Akka, Play

SKILLS Most experience in

Scala

Familiar with

Go, C#, JavaScript, HTML5, CSS3, PostgreSQL

Worked with in the past

Java, Python, C, MongoDB

Tools

Node.js, AngularJS, Ionic, Play, Akka, WPF, Silk4Net, Git, Perforce

Environments

OS X, Linux, Windows

PROJECTS

More available at https://github.com/anthli

Expense Tracker – Web application that allows users to register for an account where they can keep track of their expenses.

Google URL Shortener Desktop – Desktop application that brings the Google URL Shortener to the Windows desktop.

Diff Tracker – Independent study project exploring and using Go to implement an application that tracks file operations and logs the diffs into a database.