

ANTHONY LI

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EDUCATION **University of Massachusetts Amherst** Sept 2013 – Present
Computer Science, Minor in Information Technology
Computer Science GPA: 3.63, Dean's List Honors

EXPERIENCE **UMass Amherst Libraries** Sept 2015 – Present
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

Tech: C#, Visual Studio

MarketMuse May 2015 – Aug 2015
Software Engineer Intern

- Developed a rewrite of the content acquisition middleware
- Independently researched for best-in-class software components
- Enhanced content acquisition data for topic modeling which improved the quality of topics

Tech: Scala, Akka, Play

SKILLS **Most experience with**
Scala
Familiar with
Go, C#, JavaScript, HTML5, CSS3, PostgreSQL
Worked with in the past
Java, Python, C, MySQL, MongoDB
Tools
Akka, AngularJS, Git, Ionic, Electron, Node.js, Play
Environments
macOS, Linux, Windows

PROJECTS More available at <https://github.com/anthli>

Clipt – Cross platform desktop application that allows users to save and search their clipboard history which can be accessed at a later point in time.

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.