BING-HAO LI

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EDUCATION

New York University, Brooklyn, NY

May 2017

Master of Science in Computer Science, GPA: 3.85

• Courses: Mobile Application, Database, Algorithm, Operating System, Java, Programming for Big Data

National Taiwan University, Taipei, Taiwan

June 2014

Bachelor of Science in Physics, GPA: 3.0

• Courses: C++ Programming, Data Structure and Algorithm in C++

TECHNICAL SKILLS

- Programming Languages: Java, Python, C/C++, HTML, CSS, JavaScript, Typescript, SQL,
- Software/Operating System: Linux Ubuntu, Windows, Mac OS X, Github, Xcode, Intellij IDEA, Android Studio
- Frameworks: AngularJS, Hadoop

WORK EXPERIENCE

EmployToy, Front-end Developer Intern, New York

June 2016 - Sept 2016

- Developed a web application for users to apply for job with Angular2 and Firebase
- Implemented form validation on front-end side using Parsley javascript API
- Produced a MVP of WebRTC app with SkylinkJS for employers to interview applicants
- · Created several views of the web application by leveraging HTML, CSS, Bootstrap, Javascript and jQuery

Chien Hong Chen Education Center, Science Teacher, Taiwan

Sept 2009 - June 2012

- Instructed 90+ junior and senior high school students in physics, chemistry, and mathematics, and improved their academic performances by 30%
- Designed and improved individualized tutoring methods for students' skill levels and promoted their motivation

PROJECTS

FriendPrint, Mobile Application(Android)

Feb 2016

- Designed an android application to put posts from Facebook on the map
- Synchronized the events from Facebook and tracked user's friends in the same event
- Used Facebook API to access posts and events on Facebook
- Built LAMP web server with Amazon EC2
- Sent push notification to users with Google Cloud Messaging

ETA, Mobile Application(Android)

Feb 2016

- Created an android application for users to schedules short trips with friends
- Used foursquare API for users to acquire information about location

RiceRocks(Asteroids), An Introduction to Interactive Programming in Python, Coursera

Jan 2016

• Reconstructed the classic 80's arcade game Asteroids by using Python with SimpleGUI module

Filesystem in Userspace(FUSE), Operating System

Dec 2015

• Built a file system using C with FUSE that managed and organized the processes in Linux system

Plate-Number Recognition, Data Structure and Algorithm

Mar 2014

• Implemented effective data structure and algorithm in C++ to read big data (several gigabytes) of Electronic Toll Collection and search data whose plate number may be erroneously identified by monitor

LEADERSHIP EXPERIENCE

Pop Dance Club, Officer of Choreography, Taiwan

Sept 2009 - July 2013

- Led 70 student dancers in 30+ competitions, show cases, annual productions, and graduation performances
- Trained and led 25 physics students to perform at an annual university-wide talent show with 600+ audience

Awards

• Exceptional performance in the Seminar on Innovative Experiments, Taiwan