

Bohong Li

New York, NY • 740.591.1619 • bohongbobo@gmail.com

QUALIFICATIONS PROFILE

Recent undergraduate student with B.S. in computer science and substantial hands-on training. Bilingual, fluent in Chinese and English. Aspires to bring technical training and expertise to challenging internship or full-time position in related field, prefer **Front-End Web Developer or Web Developer**.

- **Development:** Develops websites and software applications including artificially intelligent (AI) video games, graphical user interfaces (GUIs), etc.
- **Programming:** Knowledgeable in several programming languages and scripts including JavaScript and Python.
- **Projects:** Responsible, reliable, and organized. Accomplishes every assigned task and delivering high-quality projects on time.
- **Teamwork:** Team-oriented collaborator with strong desire for learning and the ability to learn from mistakes. Quickly adapts to change and efficiently resolves problems and issues.

Core Technologies:

PROGRAMMING:	HYPERTEXT MARKUP LANGUAGE (HTML), CASCADING STYLE SHEETS (CSS), JAVASCRIPT, JQUERY, REACT, C#, PYTHON, TKINTER, LATEX, PYRET
LABORATORY:	LAB WORK WITH C++, MIPS (MICROPROCESSOR WITHOUT INTERLOCKED PIPELINED STAGES) ARCHITECTURE, AND INSTRUCTIONS
OTHER TOOLS:	MICROSOFT OFFICE (EXCEL, POWERPOINT, WORD), MICROSOFT ACCESS

EDUCATIONAL BACKGROUND

Bachelor of Science in Computer Science | Ohio University, Athens, OH, May 2019

Selected Coursework

Computer Science: Artificially Intelligent, Database, Data Structures, Software Engineering Tools, Dist Parallel & Web computing, Software Design & Develop; **Mathematics:** Applied Linear Algebra, Differential Equations, Calculus Series

ACADEMIC PROJECTS

Cognitive State Machine, August 2018 – May 2019

- Worked on four-member team to develop a cognitive state machine for an autonomous vehicle.
- Designed the graphical user interface (GUI) for the machine. Resolved a UI display problem for the group.

Othello, August 2017 – December 2017

- Worked on four-member team to build and update an artificially intelligent game that can play OTHELLO against a human opponent using C++.
- Developed several levels of difficulty for players to advance through or select.

Checkers, January 2017 – May 2017

- Built an artificially intelligent game that can play checkers against a human opponent.
- Acquired strong development skills in writing the program with C++ language and creating the design elements with Matrix AI software.

OTHER CREDENTIALS

Treasurer | Chief Financial Officer, Professional Autonomous Vehicle Engineers, October 2018 – May 2019

Events Manager, Global Ambassador of Ohio University, Athens, OH, August 2017 – May 2019

Foreign Minister, Chinese Cultural Exchange Association, August 2016 – May 2019