

# Bohong Li

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## 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:

<b>PROGRAMMING:</b>	HYPERTEXT MARKUP LANGUAGE (HTML), CASCADING STYLE SHEETS (CSS), JAVASCRIPT, JQUERY, REACT, C#, PYTHON, TKINTER, LATEX, PYRET
<b>LABORATORY:</b>	LAB WORK WITH C++, MIPS (MICROPROCESSOR WITHOUT INTERLOCKED PIPELINED STAGES) ARCHITECTURE, AND INSTRUCTIONS
<b>OTHER TOOLS:</b>	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