**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 filed, 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:

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| **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