

Brady Li

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EDUCATION

Northeastern University

Boston, MA

B.Sc. in Computer Science Candidate | Cognitive Psychology Minor | GPA: 3.86 / 4.0

Expected: Apr 2027

Oxford University | Exeter College

Oxford, England

Study Abroad | Quantum Computing and Philosophy

Jun 2025 - Aug 2025

Relevant Courses: SWE & Data in International Politics | Database Design | UX | Object-Oriented Design | Algorithms and Data

TECHNICAL SKILLS

Programming Languages: Java | Python | C# | SQL | Shell Scripting | JavaScript | React

Tools: Git | Docker | Jenkins (CI/CD) | AWS EC2 | Elasticsearch | MongoDB | MySQL | Maven | IntelliJ | Figma | Copilot & LLMs

Frameworks: Unity3D | Flask | JUnit Testing | Swing | Streamlit | Vuforia | Azure Spatial Anchors | Meta All-in-One SDK

EXPERIENCES

CS 3000 Teaching Assistant

Aug 2025 - Present

Khoury College of Computer Science

Boston, MA

- Assisting students in CS3000: Algorithms & Data, a foundational course covering algorithmic problem solving, graphs, time complexity, and recursion. Leading office hours, design course work, and grade assignments with feedback.

Spatial Computing Engineer

Mar 2023 – Present

Reality Design Studio | Research Team

Boston, MA

- Developed and managed a **50+** participant VR Cybersickness study with 3D scene replay functionality using **C#** to visualize **1,000,000+** lines of CSV eye gaze datasets for user behavior analysis across **100+** sessions.
- Engineered spatial AR Art Gallery experience in **Unity3D** for HoloLens2, enabling real-time image tracking and immersive audio playback in AR, which was presented at the **67th HFES** conference and New Music Blacksburg Concert.

Software Engineering Co-op

Jan 2025 – Jun 2025

Babel Street | Rosette Names Team

Somerville, MA

- Developed customer-driven upgrades to multilingual **NLP** SDK, Elasticsearch plugin, and API using **Java** including **8x** better Korean matching and new customer parameter logic, pushing **Agile** sprints.
- Engineered a dynamic **Jenkins/Maven CI/CD** pipeline with obfuscation for new limited-edition SDK and release workflow.
- Migrated and updated legacy **MongoDB** server to latest on **AWS EC2**, designing a custom JSON **shell scripting** process that skipped **10+** intermediate version upgrades; reducing downtime and storage size by **87%**.
- Customized linkage algorithm in **Python** for new product MVP with internal pairwise **API**, handling noisy data.

President & Tech Lead

Jan 2023 – Apr 2025

Northeastern Virtual Reality

Boston, MA

- Architected semester-long XR projects, defining **Jira** stories and managing **Git** pull requests to drive **Agile** development.
- Led community with **400+** members, organizing industry and research speaker events, and teaching members how to develop XR applications with **Unity3D C#** workshops.

PROJECTS

HARMONY | C# | Python | Flask | Unity3D | Webhook | Terra API | Apple Health SDK

HackMIT | Sep 2024

- Prototyped a **VR** music therapy application for **Meta Quest 3**, generating music through dance movements and bio data.
- Integrated real biometric data from the Apple Watch into **Unity3D** by setting up a webhook endpoint using **Python** and **Flask**, handling HTTP requests to streamline data flow through the **Terra API** and **Apple Health SDK**.

CONTEXT | Python | SQL | MySQL | ML | Flask | Docker | Streamlit

Belgium Study Abroad | May 2024

- Developed a **full-stack** data-driven platform that assists users in discovering ideal abroad destinations and connecting with moving companies, utilizing **Python** for the back-end and **Docker** for containerization and deployment.
- Consumed **2 machine learning** models with **93%** (R^2) using **EuroStat API** data to match users with desirable countries.
- Designed a database in **MySQL** connecting to custom **Flask REST API** for dynamic Streamlit UI updates on maps and tables.

PUBLICATIONS

IEEE International Symposium on Mixed and Augmented Reality (ISMAR)

Daejeon, South Korea | Oct 2025

- Field Dependence as a Predictor of VR Cybersickness Dropout
- Predicting VR Cybersickness Susceptibility from Gaze Behavior

Peer-Reviewed Paper | First Author
Conference Poster | Co-author