BRYAN LI

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EDUCATION

University of Michigan   Ann Arbor, MI
*B.S.E. in Computer Science; **GPA: 3.9/4.0***   *Aug 2021 – May 2025 (Expected)*

Course Highlights: Operating Systems, Compiler Construction, Database Management, Computer Security, Computer Networks, Programming Languages, Software Engineering, Data Structures & Algorithms

EXPERIENCE

Epic Systems   Madison, WI
Software Developer Intern   *May 2023 – Aug 2023*

- Implemented patient activity tracking macros in Epic's inpatient task management system, enhancing nurse efficiency by saving 7 minutes per shift on patient documentation
- Adopted Model-View-Viewmodel (MVVM) architecture in C# for server-side models, interfacing seamlessly with TypeScript and database M code for robust web app interactions
- Refined Epic's Hyperspace Web application UI/UX with TypeScript and React, enhancing layout efficiency and functionality, accelerating nurse workflow by 11%
- Advanced Epic's inpatient mobile app functionality with Swift, Objective-C for iOS, and Kotlin, Java for Android, optimizing data entry processes for nurses and doctors in clinical.

Michigan Medicine Office of Development   Ann Arbor, MI
Web/Email Developer   *Sep 2022 – Apr 2023*

- Created 5 responsive email templates using HTML and inline CSS featuring multi-platform compatibility and dark mode for better communication and advertising
- Maintained the websites by using event handlers in the jQuery library to ensure a good user experience
- Practiced communication skills through interacting with clients about their desired email layouts/functions

PROJECTS

Network File Server

- Utilized advanced C++ features and the Boost library upgradable locks for efficient thread management and resource acquisition (RAII), ensuring high performance and robustness in a concurrent environment
- Engineered a Remote Procedure Call (RPC) mechanism for client-server interactions, supporting file operations (read/write/create/delete) over TCP/IP using Berkeley sockets
- Managed file system architecture including block allocation, directory handling, and maintaining consistency during file operations to ensure system reliability
- Focused on minimizing disk I/O and implementing comprehensive error handling, backed by a suite of C++ test cases for validating server functionality under various operational scenarios

Study Logger

- Developed a CRUD web application with Node.js and Express, with Passport.js for user authentication
- Organized app structure following the MVC pattern, with MongoDB for robust data management
- Designed a responsive UI with Bootstrap 5 and CSS to optimize user experience

uC Programming Language

- Engineered a C-like programming language called uC by utilizing the object-oriented structure of Python
- Performed type checking of primitive types, array types, and user-defined types and managed control flow of condition and loop structures by querying the self-constructed AST tree and their local contexts
- Exploited C++ macros to construct a generator for uC language to compile into C++ code, allowing actual compilation of the code to executable using GCC or Clang

SKILLS

Programming: C/C++, Python, C#, TypeScript, Java, Scheme, Swift/Objective-C, Kotlin, MySQL, HTML/CSS, JavaScript, MATLAB, Julia, Caché ObjectScript

Technologies and Frameworks: Git, SVN, Node.js, Express.js, MongoDB, React, Docker, Heroku, AutoCAD