Chris N. Li

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Education

Georgia Institute of Technology – College of Computing **Dec 2026**
B.S in Computer Science and Mathematics **GPA:** *N/A*
Transfer from Northeastern University **GPA: 3.8**

Technical Skills

Relevant Classes: Data structures and Algorithms, Object Oriented Design, Calculus 1-3, Number Theory, Diff Eq.
Programming Languages: Java, Python, C++, HTML/CSS, JavaScript
Frameworks/Technologies: React Native, Django, Node.js, AWS, JUnit,
Tools: Git, SQLite, MATLAB, Figma, VS Code, PyCharm, Eclipse, Excel, AutoCAD, SolidWorks

Experience

Quant Mentorship | Investment Committee Club **Aug 2024 - Present**
Mentorship Student *Atlanta, GA*

- Gaining practical experience in portfolio management and quantitative finance, preparing to contribute effectively to the Quant Sector of the committee.
- Engaging in in-depth learning and discussions to build a strong understanding of financial markets and investment strategies focusing on investment topics such as macroeconomics, business analysis, and portfolio theory.

Northeastern University Electric Racing Club **Jan 2024 – Jun 2024**
Software Division Member *Boston, MA*

- Utilized modern web design tools and practices to create a visually appealing and responsive website adaptable to various devices.
- Implemented user-friendly interfaces and navigational structures, ensuring a seamless user experience for site visitors.

Summer Research Intern | Regeneron Pharmaceuticals **Jun – Aug 2022, 2023**
Summer Research Intern *Tarrytown, NY*

- Directed and presented self-led research project in a professional research environment focused on oncogenesis, drug delivery mechanisms, and data analysis.
- Developed expertise in data collection, analysis, and interpretation using Excel, honing my analytical and problem-solving skills throughout the research process.

Projects

Safe Haven | GT Hackathon 11

- Led a team of four and created **SafeHaven**, a platform for efficient disaster relief and resource management, connecting individuals to nearby shelters and resources during natural disasters.
- Built with **React Native** for the front-end and **Django** for the backend, with **SQLite** for database management.
- Integrated **Google API** for accurate location data, **WeatherAPI** for real-time updates, and **REST APIs** for seamless data exchange between components.

Atlanta Food Finder

- Developed **Atlanta Food Finder**, a web platform to help users locate top-rated restaurants in Atlanta based on their preferences.
- Used **HTML/CSS** for design, **Django** for the backend, and integrated the **Google Maps API** for location services.
- Worked in a team of 4 and applied **Agile programming techniques**, resulting in a 20% reduction in development time.

Harmony Hunter

- Harmony Hunter is an engaging web-based game that tests players' knowledge of their own personal music taste.
- Leverages the **Spotify API** to access and analyze user data from Spotify's extensive music library.
- Developed using **Figma** for design and **HTML/CSS/JavaScript** for the front-end, with back-end logic implemented in **Node.js**.

Contact Form

- Developed a Contact Form using **Amazon Web Services (AWS)** that allows users to submit their personal and contact information along with a message.
- Implemented the form backend with **AWS API Gateway** to securely expose the form submission endpoint, used reliable email delivery through **AWS SES** enabling 60,000+ submissions per month and streamlined backend processing with **AWS Lambda**.
- Utilized **AWS S3 Bucket** for storing and managing any submitted data files

Pokémon Exhibit

- Developed an exhibit for the local elementary school, rated 4.9/5 stars by 100+ students, encompassing coding, construction, and electrical wiring to create an interactive and educational display.
- Led a team of four in a 4 month project, authored a 170-page technical report, designed 3D models in **SolidWorks**, and used **C++** and **MATLAB** to build a user interface and control mechanisms utilizing RFID tags, resulting in a 30% average time increase in student engagement.

FloodIt Mini-game

- Developed the game FloodIt in Java using **Eclipse IDE** with Java's **Swing** framework and implemented game logic, user interface, and color-based flooding mechanics.
- Applied **object-oriented programming** principles and **data structures** to manage game states and user interactions.