Cody **Li**

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Profile

Duke University

Class of 2018

B.S. Computer Science

Rising senior interested in working with big data technology such as Apache Spark and AWS.

Languages

Java
Scala
Python
C#
C & C++
Swift
SQL
MATLAB
Ruby

Frameworks and Tools

Apache Spark
Rails
Git
Unix

Courses

Data Structures and Algorithms | Computer Architecture
Software Design and Implementation | Artificial Intelligence
3D Programming and Design in Unity | Digital Systems
Database Systems | Operating Systems | Web App Development
Design & Analysis of Algorithms (enrolled) | Computer Vision (enrolled, graduate)

Experience

Capital One | Data Engineering Intern

June 2017 - August 2017
Worked on Enterprise Data Management tools. Improved validation performance by 4-5x by rewriting the profiling engine in Apache Spark and implementing a schema validation feature for data movement checks.

Duke CS Department | Teaching Assistant

August 2016 - December 2016
TA for the introductory data structures and algorithms course at Duke. I am responsible for leading discussion sections, office hours, and grading.

Duke Robotics Club | Executive Member

August 2015 - January 2017
Worked on an underwater autonomous vehicle that navigates through an obstacle course for the RoboSub competition. Personally worked on developing and maintaining the onboard computer as well as assisted with developing the vehicle's computer vision software.

Duke University School of Medicine | iOS Developer

May 2016 - August 2016
Intern in Dr. Jean Beckham's lab. Helped develop several iOS applications for patient data collection, using tools such as ResearchKit and HealthKit

System Architecture Lab | Undergraduate Researcher

May 2015 - December 2015
Conducted research on applying game theory principles to create an efficient algorithm in distributing computing resources to multi-

Projects

Tunelink

Group music listening application created at Capital One's Carbon Intern Hackathon 2017. Users select songs via a Slackbot and music is played using Spotify's recently released Web API using Firebase and NodeJS. Placed 3rd out of 75+ teams.

Duke Studies

Developed an iOS application designed to help Duke students form study groups by using Groupme with Parse as the backend.

Crowdify

An iOS application developed at HackNC 2016 that allows users to connect multiple mobile devices together to play music simutaneously via Spotify. The backend was created using Firebase.