Richard Li

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EDUCATION

Drexel UniversityBachelor of Science in Computer Science
Graduated: June 2023
Cumulative GPA: 3.51

Cum Laude

Relevant Coursework: Data Structures, Software Engineering and Development, Software Architecture I, Software Architecture II, Artificial Intelligence, Web Development, Advanced Web Development, Database Systems

SKILLS

Languages: Java, Python, HTML, CSS, Javascript/Typescript

Technologies: Git, ReactJS, NextJS, NodeJS, TailwindCSS, Flask, PostgreSQL, MongoDB, GraphQL, Prisma, Jest

EXPERIENCE

Software Engineer at ECFMG

March 2022 - September 2022, Software Engineer Co-op

Philadelphia, PA | Remote

- Played a key role in the development of a web application that facilitated the certification process for international medical graduates. Collaborated with a cross-functional team of 8 to design and implement the system.
- Participated actively in the development of a Content Management System (CMS) aimed at empowering
 property owners within a community to efficiently manage their properties. Implemented an address search
 feature using the Azure Maps API, enabling property owners to search for addresses.
- Developed frontend user interfaces using React, TailwindCSS, and Ant Design frameworks, ensuring a responsive and visually appealing design that followed Figma designs
- Leveraged GraphQL queries and mutations to establish efficient data retrieval and manipulation in the web applications.

Desktop Support Specialist at Day & Zimmermann

March 2021 - September 2021, Intern/Co-op

Philadelphia, PA | Hybrid

- Resolved hardware and software-related issues for multiple office locations, ensuring uninterrupted operations and minimizing downtime by guaranteeing clear understanding and providing exceptional customer service.
- Efficiently managed and maintained assets, including laptops and iPhones, through AirWatch MDM and SAP, optimizing asset tracking and streamlining inventory management processes.

Mechanic/Technician at Round One Entertainment

Philadelphia, PA

- December 2019 March 2020
 - Diagnosed and resolved a high volume of software and hardware malfunctions of arcade machines and bowling pinsetters, providing minimal downtime and maximizing customer satisfaction
 - Assisted team of other mechanics in troubleshooting and resolving complex technical issues, fostering a supportive and collaborative environment that promoted knowledge sharing and skill development.

PROJECTS

Full Stack Developer, QuickTune

May 2023 - Present

- Developed a project that utilizes the Spotify REST API to generate personalized playlists based on user-inputted time durations.
- Created an express server and a React front-end to facilitate user interactions and playlist generation.
- Implemented functionality that allows users to input their desired time duration for activities like workout sessions, study sessions, or relaxation periods.

Front-end Developer and Database Administrator, **JobMapr**, Senior Design Project September 2022 - June 2023

- Acted as both a front-end developer and a database administrator in the development of a comprehensive data visualization system that presents historical job data gathered from Indeed.
- Utilized React, Next.js, TypeScript, Prisma, Python, PostgreSQL, AWS RDS, and AWS Amplify as the software stack for seamless integration and efficient development.
- Collected, analyzed, and visually presented a vast dataset comprising job listings, salary information, and other factors to create a robust foundation for the data visualization system to show trends in the job market
- Secured second place in the Data Science category