

# Curtis Li

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## EDUCATION

### UNIVERSITY OF MICHIGAN

#### BSE IN COMPUTER SCIENCE

MINOR IN ENTREPRENEURSHIP

College of Engineering

Graduated 2020 | Ann Arbor, MI

*summa cum laude*

## COURSEWORK

### UNDERGRADUATE

Programming Languages

Information Retrieval & Web Search

Web Database & Information Systems

Database Management Systems

Introduction to Machine Learning

Introduction to Computer Security

Data Structures & Algorithms

## SKILLS

### PROGRAMMING

Proficient

Java • Python • C++

Javascript • Node.js • Git

Competent

React • HTML • CSS

C# • Ruby • SQL

### ON THE JOB

Writing design docs and test plans.

Holding design reviews.

Launching projects incrementally to public.

Planning projects and estimating work.

Collaborating with other teams.

Querying and analyzing data.

Providing constructive feedback.

Improving team collaboration and culture.

Mentoring junior engineers.

Interviewing job candidates.

## SOCIETIES

Tau Beta Pi Engineering Honor Society

## LINKS

LinkedIn:// [licurtis2020](#)

Github:// [curtis1227](#)

## WORK AUTHORIZATION

U.S. Citizen

## EXPERIENCE

### GOOGLE | SOFTWARE ENGINEER

YOUTUBE APP DOWNLOADS TEAM

April 2023 - Present | NYC | Software Engineer III

August 2020 - April 2023 | SF & NYC | Software Engineer II

- Build download features used by over 34 million users for the YouTube **Android** app, utilizing **Java**, **Protobuf**, **BigQuery**, **Bazel**, google styleguides and other tools.
- Lead projects as part of bigger migration to new storage infrastructure for download metadata. Projects are multi-quarter efforts that involved migrating 7 years of legacy code to new infrastructure, done while dependencies are also in migration. I author design docs, hold design reviews, work with sister teams and staff engineers, define milestones and tasks, write test plans, complete implementations, and iteratively launch changes to millions of users.
- Sunsetting YouTube Go, a lighter version of the YouTube App, as the sole engineer on the project. I designed and implemented server-customizable promotions to encourage/force users to use the main YouTube App. Prevented several engineers from having to be allocated for the project by meeting a tight deadline. Fully sunsetted YouTube Go as of Q3 2022, reducing upkeep commitment by 3 full-time engineers and moving 98 million users to the main YouTube App.

### MEDIDATA SOLUTIONS | APPLICATIONS ENGINEER INTERN

June 2019 - August 2019 | New York, NY

- Worked on the Validation Portal, which allows hundreds of auditors to access validation documents remotely instead of physically visiting the office to do so, on an **Agile** team.
- Led the frontend development of the multi-file uploader for the portal, utilizing **Ruby on Rails** and **Javascript**.
- Collaborated with Software Quality Assurance and Product Management to write comprehensive feature files in Behavior Driven Development.

### TOGETHER CHICAGO PROJECT TEAM | TECHNICAL CONTRIBUTOR

January 2019 - December 2019 | Ann Arbor, MI

- Together Chicago is a non-profit seeking to reduce violent crimes and poverty in Chicago. I was on a team of 6 who worked on Chi77, a social asset mapping tool to be used by Together Chicago and its partners to better understand the needs of Chicago.
- Utilized **React**, **Django**, **PostgreSQL**, **Docker**, and other libraries to build a full-stack web application to be used by members of 100+ organizations.

### TROVE AI | SOFTWARE ENGINEERING INTERN

May 2018 - August 2018 | Ann Arbor, MI

- Created and improved 7 different features for Trove's core, front-facing professional networking web application.
- Utilized **React**, **Redux**, and **Redux-Saga** for front-end development and **Jest** and **Enzyme** for unit testing.
- Worked on the **Agile** web team of 6, using **Jira** to track issues and plan development sprints.

### CODECONNECTS | MENTOR

May 2018 - August 2018 | Online

- Mentored through codeConnects, an initiative by the Coding School to empower middle and high school students underrepresented in the field of computer science.
- Taught **Python** to a high schooler through weekly 1 hour online lessons.
- Grew the student's knowledge of fundamental programming concepts, object-oriented programming, and data structures through coding exercises and mini projects.