

Curtis Li

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EDUCATION

UNIVERSITY OF MICHIGAN

BSE IN COMPUTER SCIENCE

College of Engineering
May 2020 (expected) | Ann Arbor, MI
Cum. GPA: 3.83/4.00

NANYANG TECHNOLOGICAL UNIVERSITY | STUDY ABROAD

Entrepreneurship and Innovation
During Spring 2017 | Singapore

LINKS

LinkedIn:// [licurtis2020](#)

Github:// [curtis1227](#)

COURSEWORK

UNDERGRADUATE

EECS 281: Data Structures and Algorithms*
EECS 370: Intro to Computer Organization*
EECS 280: Programming and Introductory
Data Structures - A+
(*In Progress)

SKILLS

PROGRAMMING

Proficient:

C++ • Java • Javascript
Node.js • Git

Competent:

Verilog • MATLAB • C#
HTML • CSS • Unity

SOFTWARE

Proficient:

Adobe Photoshop • Excel

Competent:

Adobe Animate

FOREIGN LANGUAGE

Bilingual:

Mandarin Chinese

PROJECTS

PERFECTPLANNER | Co-DEVELOPER

Sept 2017 - Present

- Co-created PerfectPlanner, a travel planner that plans your itinerary for you.
- Coded in Javascript and using Node.js with Express as the back-end and Handlebars as the front-end.
- Coded the back-end of retrieving and processing travel information.
- Utilized Amadeus and Yelp APIs to acquire travel information.

RETROTANKS | Co-DEVELOPER

July 2017 - Aug 2017

- Co-created RetroTanks, a game based on the NES game Battle City—the objective of RetroTanks is to shoot other players' tanks with your tank in an online multiplayer arena.
- Coded in Javascript and using Node.js with Express and Socket.io.
- Coded the game mechanics of tank interactions and collisions and some of the back-end of server and client interactions.

SCROLLER3D | DEVELOPER

Oct 2016

- Created Scroller3D, an android game where you dodge scrolling platforms as they move up the screen—a 3D version of Scroller, which I created using Corona in high school.
- Created using Unity and coded in C#.

EXPERIENCE

HACKMHS | Co-FOUNDER & LEAD ORGANIZER

June 2015 - June 2016 | Millburn, NJ

- Organized hackMHS I and hackMHS II: Millburn High School's 1st & 2nd hackathons, successful 12-hour and 24-hour coding marathons, with over 100 attendees each.
- Led logistics team of 6 people: planned activities, acquired equipment, and requested permission from school administrators.
- Set up workshops: invited various companies' employees and universities' students to come teach workshops about programming and the tech industry.

MINNESOTA MISSIONS | Co-ORGANIZER AND CAMP COUNSELOR

March - August 2015 & 2016 & 2017 | Bemidji, MN

- Collaborated with the local church, fundraised, planned logistics, made activity plans, and outreached to the nearby community to create week-long camps for local underprivileged children.
- Established a program with the local church to help local children all-year round and extended this program to more children through the camps.

AWARDS

COMPETITION

2016 VEX Robotics NJ State Competition (Semi-Finalist of 45 teams)

2016 Science Olympiad NJIT Competition (Champions of 20 teams)

1st of 20 duos - Wind Power Event

4th of 20 duos - Air Trajectory Event

2015 Bloomsburg University Programming Contest (2nd of 48 teams)

2014 Bloomsburg University Programming Contest (1st of 40 teams)