

# 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

## 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.

### MLH PRIME | HACKATHON JUDGE

August 2016 | Holmdel, NJ

- Judged 20+ projects to help select winners out of 106 projects created by experienced hackathon teams from around the world.
- Determined project quality based on technical difficulty, creativity, and theme-fulfillment, if applicable.

## 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#.

## 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)

Based on knowledge of algorithms and problem solving skills