

Curtis Li

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EDUCATION

UNIVERSITY OF MICHIGAN

BSE IN COMPUTER SCIENCE

MINOR IN ENTREPRENEURSHIP

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

SOCIETIES

Tau Beta Pi Engineering Honor Society

LINKS

LinkedIn:// [licurtis2020](#)

Github:// [curtis1227](#)

EXPERIENCE

GOOGLE | SOFTWARE ENGINEER

YOUTUBE APP DOWNLOADS TEAM

April 2023 - Present | NYC | Software Engineer III

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

- Building download features **used by over 34 million users** for the YouTube **Android** app, utilizing **Java**, **Protobuf**, **BigQuery**, **Bazel**, Google styleguides and other tools.
- Leading projects as part of bigger migration to new storage infrastructure for download metadata. Projects are **multi-quarter efforts that involve migrating 7 years of legacy code to new infrastructure**, done while dependencies are also in migration. Authoring design docs, holding design reviews, working with sister teams and staff engineers, defining milestones and tasks, writing test plans, implementing, and iteratively **launching changes to millions of users**.
- Sunsetting YouTube Go, a lighter version of the YouTube App, as the sole engineer on the project. 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—**reduced upkeep commitment by 3 full-time engineers and moved 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

- Worked with a team of 6 on Chi77, a social asset mapping tool to be used by Together Chicago, a non-profit seeking to reduce violent crimes and poverty in Chicago, and 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.

WORK AUTHORIZATION

U.S. Citizen