

Darron Li

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EDUCATION

Washington State University

Pullman, WA

Bachelor of Science in Computer Science, Bachelor of Arts in Business Finance

- GPA: 3.8 / 4.0

SUMMARY OF QUALIFICATIONS

Adept Student

Relevant Coursework

- Object Oriented Software Principles, Software Engineering Principles, Programming Language Design, Automata and Formal Languages, Advanced Data Structures in C/C++, Computer Architecture

Software Engineering Research Assistant

March 2025 – Present

WSU Software Engineering Lab

- Conducted longitudinal studies examining the impact of detailed debugging instructions with initial data from 5 participants, aiming to scale to 50+ participants
- Developed a research framework to assess debugging performance over time
- Led participant interviews over 5 sessions per participant to summarize insights from C# code snippets and to analyze debugging strategies

PROJECTS

PT-Better Beacon | *React Native, NodeJS*

January 2025 – Present

<https://github.com/darronese/pt-bus-buddy>

- Developed real-time bus tracking app that pulls from 3 GTFS-RT feeds to display real-time updates on the front end
- Coordinated and developed with a team of 5 developers over a 16 week sprint to complete project milestones
- Delivers a 200% efficiency boost over the legacy bus system by using web sockets to deliver seamless real-time updates

Dark Ship | *C/C++*

April 2024 – October 2024

<https://github.com/darronese/Dark-Ship>

- Developed a 2-D game loosely inspired by "Dead by Daylight" using SFML 2.6.1 and C/C++
- Implemented 5+ custom data structures that promoted efficient memory management for game entities, reducing load times by 5 seconds
- Coordinated with a team of 4 developers over 8 weeks to complete project milestones

Personal Portfolio Website | *React, TailwindCSS*

May 2024 – Present

<https://github.com/darronese/darronese.github.io>

- Developed a front end website using TailwindCSS for styling/formatting and React Javascript for functions including a working taskbar and animated background
- Implemented a responsive design across 10+ devices that utilized CSS Grid and Flexbox
- Enhanced user experience by adding 3 new animation features using Framer Motion and React Spring Parallax libraries

TECHNICAL SKILLS

Programming Languages: C/C++, Python, Lua, HTML/CSS/JavaScript

Operating Systems/Platforms: macOS, Arch Linux

Frameworks and Libraries: SFML, NodeJS, React

Development Tools: Git/Github, Neovim, NPM, CMake/Make

AWARDS

AgAID's Digital AgATHON 2025 Winner

February 2025

<https://agaid.org/digital-agathon-2025/>

- Collaborated in a team of 6 to implement a TensorFlow model in Python that accurately predicts future snow-pack for the winter season with 97% accuracy