Darron Li

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EDUCATION

Washington State Unversity — Pullman, WA
Bachelor of Arts in Computer Science, Bachelor of Arts in Business Finance — *Aug. 2023 – May 2027(Present)*

TECHNICAL SKILLS

Proficient Languages: C/C++, JavaScript/Typescript(React), HTML/CSS, Python
Developer Tools: Git, Neovim, VS Code

SUMMARY OF QUALIFICATIONS

Adept Student — August 2023 – Present
Washington State University — *Pullman, WA*

- Obtained a 3.8+ GPA while attempting 17+ credits per semester
- Program Design in C/C++, Data Structures in C/C++, Calculus I, Calculus II, Discrete Structures, Introduction to Accounting, Mangerial Accounting

Project and Party Manager Host — August 2022 – June 2023
Battle Blast Laser Tag — *Las Vegas, NV*

- Communicated with general managers to set up and host group events
- Maintained friendly staff relations and promoted group work ethic
- Maintained healthy relations with huge group of customers

PROJECTS

Personal Portfolio Website | *HTML, CSS(Typescript), Typescript(React), Git* — May 2024 – Present

- Developed a full web application using Typescript CSS to style a resume-like website and React Typescript for functions including a working taskbar and animated background
- Implemented GitHub repository to track and invite collaborators

Game Project | *C/C++, SFML 2.6.1* — April 2024 – May 2024

- Developed and helped design a 2-D Dead by Daylight game using SFML 2.6.1 and C/C++
- Published to github to invite team members to collaborate
- Implemented a menu screen with sound
- Collaborated with team memberes to help design and implement a unique game loosely-inspired by Dead by Daylight