Darron Li

darronese@outlook.com | linkedin.com/in/darronese | github.com/darronese | darronese.github.io

Education

Washington State University Pullman, WA

Bachelor of Science in Computer Science, Bachelor of Arts in Business Finance *Aug. 2023 – May 2027 (Present)*

- GPA: 3.875 / 4.0

Technical Skills

Proficient Programming Languages: C/C++, Python, JavaScript, Lua
Web Technologies: HTML, CSS, React
Frameworks and Libraries: SFML, Framer Motion, React Spring Parallax, TailwindCSS
Developer Tools and Platform: Git/Github, Neovim, VS Code, NPM, CMake/Make, Pytest

Summary of Qualifications

Adept Student August 2023 – Present

Washington State University *Pullman, WA*

- Maintained a 3.8+ GPA while enrolling in 17+ credits per semester
- Program Design in C/C++, Data Structures in C/C++, Advanced Data Structures in C/C++, Computer Architecture, Automata and Formal Languages, Calculus I, Calculus II, Discrete Structures

Party Manager Host August 2022 – June 2023

Battle Blast Laser Tag *Las Vegas, NV*

- Hosted over 50 group events and managed logistics for groups of up to 40 attendees
- Fostered a collaborative team environment by maintaining strong relationships and encouraging open communication among staff
- Developed leadership skills by coordinating with staff and resolving issues to meet client expectations in high-pressure scenarios

Projects

Personal Portfolio Website | *HTML, CSS(TailwindCSS), JavaScript(React)* May 2024 – Present
https://github.com/darronese/darronese.github.io

- Developed a full web application using TailwindCSS to style a resume-like website and React Javascript for functions including a working taskbar and animated background
- Implemented a responsive design across devices that utilized CSS Grid and Flexbox
- Enhanced user experience with animations using Framer Motion and React Spring Parallax libraries

Game Project | *C/C++, SFML 2.6.1* 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++
- Optimized collision detection algorithms for efficient real-time performance for improved gameplay responsiveness
- Implemented efficient memory management through custom data structures for game entities
- Applied object-oriented programming principles to enhance code scalability and maintainability

Magic Music | *Python* May 2024 – Present
https://github.com/darronese/magic-music

- Developed an interactive music theory generator using music21 library to assist with music theory and displaying sheets
- Designed modular and reusable code by applying object-oriented programming principles