Hanting (Lily) Li

Phone: (949)-992-6060; Email: lilly8354241@gmail.com; Address: University of California Irvine, Irvine, CA, 92697

OBJECTIVE

Seeking a full-time job opportunity as an entry-level software engineer, starting in 2023, which allows me to utilize my problem-solving skills to further develop my abilities in the field of computer science.

EDUCATION

University of California, Irvine   **September 2019 - Expected June 2022**   **Irvine, CA**
- Candidate for Bachelor of Science in **Computer Science (GPA: 3.47/4.00)**
- **Courses**: Programming in C/C++; Data Structures and Algorithm Design; Data Management; Software Engineering; Machine Learning and Data Mining; Information Retrieval; Human-Computer Interaction; Computer Organization; Software Testing.

EXPERIENCE

Volunteer Software Developer
B~STEM Project   **April 2022 - June 2022**   **Remote**
- Worked with the team **Learn Collaborate**, a web-based software product that supports young girls and women to build connections and cultivate skills through project collaboration.
- Involved in **Agile Scrum** process as the tech lead of 5 engineers, using **Jira**, to help with tracking and resolving the issues of data transmission in JSON encountered by both the front-end and the back-end.
- Mainly responsible for 1) database management in **MySQL** and **AWS RDS**, 2) backend **REST APIs** implementation for user profiles, and 3) code reviewing for both the front-end and the back-end.

SKILLS

Languages: English (Fluent) and Chinese Mandarin (Native).
Programming (proficiency: decreasing order): Python 3, Java, C++, SQL, HTML 5, CSS 3, JavaScript.
Development: Spring Boot, Bootstrap, Flask, Vue, React, MySQL, PostgreSQL, AWS, Linux, Windows.

PROJECTS

Lily's Blog   **July 2022 - Present**
- Currently building the web-based personal blog website **independently** to manage personal blogs and photos. Main Features: blog management (writing/adding, deleting, editing, searching via topics and tags), blog thumbs up/down, blog comments.
- Implementing the frontend in **Vue (JavaScript + HTML 5 + CSS 3 + Bootstrap 4)** framework, and the backend in **Java** and **Spring Boot + MyBatis**; managing data using **MySQL + Redis.**
- **Next sprint:** Photo Booth (adding, deleting, naming).

Zot Calculator   **December 2021 - February 2022**
- **Independently** built the GPA calculator for UCI students, which is a web-based application that allows users to manage course lists for each quarter and each academic year and automatically estimates quarterly/cumulative units and quarterly/cumulative GPA.
- Designed the user interface using **HTML 5 + CSS 3 + Bootstrap 4**, using **Python 3** and **Flask** framework to handle the backend features; built the database using **PostgreSQL.**

ICS Searcher (UCI)   **March 2022 - May 2022**
- Collaborated with a CS student at UCI to implement a web search engine with **Python 3** to search for **50,000**+ webpages created by UCI School of ICS. All the webpages were gathered by building a **web crawler** and performing **web scraping**, stored in **JSON** format.
- Built the web interface, using **HTML 5 + CSS 3,** in **Flask** framework.
- The result of each query is the top 10 relevant URLs with a response time of less than **200ms**.

Rainfall Prediction (UCI)   **November 2020 - December 2020**
- Collaborated with a CS student at UCI to implement **k-nearest neighbor (KNN), neural networks, gradient boosting,** and **random forests** as classification models to analyze and predict the presence or absence of rainfall. The data are courtesy of the UC Irvine Center for Hydrometeorology and Remote Sensing, satellite-based measurements of cloud temperature.
- Ranked in the **top 25%** on Kaggle.
- Tools: **Python 3, Pandas, NumPy, Matplotlib, SciPy, Scikit-learn, Jupyter Notebook.**