




Individual

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Zhuoli Li

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Evaluation

- A Southeast University undergraduate and major in Software Engineering. At junior now.
- Be interested in Web developers. Be familiar with PHP, Python, Node.js, Java(Scala). Has developed common online retailers, social, collaboration and networking platforms. Also JavaScript to rewrite some useful library and build tools.
- Have a certain understanding of C++ / Java. Have learned C++ with Qt framework. Use C++ and Java most in the OJ to write solve code problems. Have the appropriate understanding computer networks, architecture, operating system and so on.
- Have knowledge for common sorting algorithms, binary tree, hash tables and other items, which had also applied in projects. Such as graph algorithm to calculate the shortest path in map.
- Have a positive personality, can actively cooperate with the team and take over the responsibility. For my own distribution module can have complete control and code comments.
- Have distribution capacity, can reasonably handle projects and spare life time, taking some time on the GitHub and see some professional books.

Skills

- A certain amount of data structures and algorithms, computer networks, Socket network programming, operating systems, databases, software testing knowledge.
- Computer programming language:
C++, C#, Java, PHP, Python, JavaScript(Node.js), Swift
- Familiar with the front-end development technologies and languages:
HTML, CSS, JavaScript, jQuery, Ajax, React
- Familiar with the back-end development technologies and languages:
PHP, Java, Python, Node.js, MySQL, MongoDB, Redis
- Familiar with mobile development technologies: iOS (Swift), Android (Java)
- The script skills, including Python script, Shell script and Node.js script
- Master the MVC pattern, common design patterns, UML, XML, unit testing, software architecture.
- The first time learning C++ in contact as a freshman. Developed a Linux command line Landlords game, understanding the Socket network programming and multithreading.

Repo: <https://github.com/lizhuoli1126/LandLord>

- Participating in the school "Southeast undergraduate program Design Competition". Won the third prize.

Repo: <https://github.com/lizhuoli1126/SEU-School-Test>

- The first time for me to come into contact with Web development, project for a static web page.

Repo: <https://github.com/lizhuoli1126/ippclub-New-Recruit>

- At the same time came into contact with large Java and Android development, there is a simple Demo.

Repo: <https://github.com/lizhuoli1126/Android-Media-Player>

- Short summer semester, join the "love of knowledge eleventh school history, Southeast University School Contest" online answer system design, as the leader, and ultimately won the first prize and put it into active use.

Repo: <https://github.com/lizhuoli1126/SEU-School-Test>

- Sophomore short-term training in the school, as the leader, developed a online chat tools based on the development of cross-platform Qt to achieve Windows / Linux / OS X platform, three cross-platform chat, file transfer and other functions.

Repo: <https://github.com/lizhuoli1126/SEU-Chat>

Experience

- Sophomore, joined the school community to develop a harbinger network (<http://herald.seu.edu.cn/>), responsible for the iOS client development and Web portal development project is not open source.
- Sophomore, attend school competition "Third software modeling contest", to achieve the overall architecture and implementation of a circle of friends in Web. As the leader, eventually won the first prize.
Repo: <https://github.com/lizhuoli1126/FriendCircle>
- Sophomore, joined teachers laboratories and participate on Web3.0 Semantic Web, including OWL, RDF research, learning computer translation and text-processing-related content: as distributed index, sentence alignment, lexical analysis, syntax analysis, context analysis.
- Sophomore summer, join a SRTP (Undergraduate Research Training Program) project, the project is an online multiplayer collaborative editing platform that supports Markdown syntax, project documentation management, allowing real-time editing without having to wait for other's editing. Using operational Transformation to implement meta-op queue and sync.
Repo: <https://github.com/DreamingPiggy/MarkdownOnlineCooperatingSystem>
- By sophomore year, following a school "in 2015, Southeast University graduate named the most influential" Design and implementation of systems, including the development and the development of mobile voting site WeChat platform.
Repo: <https://github.com/lizhuoli1126/SEUVote2015>
- Sophomore winter, join the Herald Studio(<http://herald.seu.edu.cn>) in the school. Bing responsible for iOS development and Web pages, Here is also an iOS Demo to show how to use Free-Code Web API. Using Swift Programming language.
Repo: https://github.com/lizhuoli1126/Herald_iOS
Demo: <https://github.com/lizhuoli1126/EasyAPI>
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Repo: <https://github.com/lizhuoli1126/SEUVote2015>
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Repo: https://github.com/HeraldStudio/Herald_iOS
Demo: <https://github.com/lizhuoli1126/EasyAPI>
- Sophomore winter, join the UnionHack Hackathon by Unique Studio. The idea is a cross-platform barrage system. Finished in 24 hours. I built the backend and main architecture.
Repo: <https://github.com/lizhuoli1126/Crystal-Barrage>
- Junior short-term, join the practical training, using Java and Scala with Play Framework to develop a social analysis platform. The function is like Zhiwei(<http://www.weiboreach.com>). Using the social Web API, Web crawler, and offline database to get the data. Analysis the social relation, repost timeline, region and repost aspect. Also the visualization of information.
Repo: <https://github.com/lizhuoli1126/SocialPlus>
- For freetime, build some tools and library using my favorite programming language, including Functional for JavaScript
Repo: <https://github.com/lizhuoli1126/Functional.js>
Junior winter, build a table-driven Parser Generator(support LL(1) and LR(1) parse algorithm) for simple regular-like syntax. Implemented by Java.
Repo: <https://github.com/lizhuoli1126/e-lexer>