

Ang Li

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Education

University of Washington – Seattle, WA

Expected Graduation: Spring 2026

Bachelor of Science in Computer Science

Relevant Courses: Intro to Computer Programming I-III, Hardware/Software Interface (Now)

Skills

Programming: Python, Java, C, C++, HTML, CSS, Javascript, Typescript, Bash
Frameworks: React, Tailwind, Bootstrap, JavaFX, Spring, SFML
Tech: Linux, Git, Vim, LaTeX, Postman, MySQL, MongoDB, VS Code, Eclipse, Anaconda, AWS
Languages: Proficient in English, Japanese, Mandarin Chinese

Experiences

Shanghai Media Intelligence Technology – Shanghai, China

Jul 2021

Software Engineer Intern, R&D Department and Algorithm Department

- Developed an internal tool to compare videos side-by-side in sync by precaching videos using **React with React Hooks**.
- Worked with the computer vision algorithm department by helping with **data processing** and **PyTorch** code commenting.
- Explored the enterprise application of **computer vision** by working and talking with researchers.

Creative Hose Equipment Technology – Beijing, China

Jul – Aug 2018

Fullstack Developer Intern, Technical Team

- Worked in a team to develop tools for supply line inventory management using **Spring** and **JSP** with **Oracle** database.
- Researched and presented to the department head about the **WeChat and DingDing Mini Program** platform.
- Developed prototype Mini Programs using **frontend frameworks** and a **CRUD API** made to simulate the current database.
- Received **positive feedback** for the presentation and passed on the project before leaving the position.

Projects

Sort Algorithm Visualizer

Apr 2022 – Present

- Created a **CLI application** to launch **graphical visualizations** of common sort algorithms in **C++** using **SFML**.
- Learned to write **Makefiles** from scratch and **incorporate external libraries** within the command line without an IDE.

Accounting Application

Jan – Apr 2022

- Designed (with **system flowcharts** and **UML diagrams**) and developed an accounting application using **Java** with **JavaFX**.
- Connected the application with a **relational database in MySQL** to store encrypted login and financial data.
- Implemented **extensible CRUD methods** and **data classes** to interface with the database using **OOP techniques**.
- Includes a fully custom register/login and financial request submission system with data validation and verification.
- Achieved a **high grade** and **positive responses from my client** (school principal).

Unity VR Horror Game

Aug – Sep 2020

- Developed a VR horror game with zombies in an abandoned city on **Oculus using Unity VR**.
- Experimented with **C#** and **Unity APIs** like ray casting to program an **interactive zombie AI script** to chase and attack players.
- Simultaneously **worked as a mentor** for younger students, teaching them the basics of scene creation and **C#**.

Web Scraper for Managebac (School's E-learning Platform)

Mar – May 2020

- Created a script to fetch and display a daily summary of homework and zoom meetings using **Python** with **Scrapy**.
- Familiarized myself with **request protocols**, **regex**, and **JSON parsing**; ran the script as a cron job in Arch Linux.

TEDx Event Website

Oct 2018 – Mar 2019

- Developed and maintained a responsive dynamic website using basic **HTML**, **CSS**, and **Javascript** with **particle.js** for flare.
- Hosted the website on **AWS EC2** with **Nginx** then moved to **Netlify** for faster connection speed.
- Functioned as the primary marketing platform that served **hundreds of visitors and volunteers**.

Extracurriculars & Interests

Debate, FOSS, Command Line, Basketball, Fitness, Finance, Research, Writing, Competitive Programming