Gary Li

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SKILLS

- Java (6 yrs)
- Python (3 yrs)
- HTML/CSS (2 yr)
- R (2 yr)
- SQL (2yr)
- C# (1yr)
- C (1yr)
- Javascript (1 yr)
- MIPS Assembly (0.5yr)

- PHP
- MatLab
- Docker
- Git
- Pandas
- AWS
- Databricks
- Angular
- ASP.net
- Spark

- Unity
- Blender
- 3D modeling,animation ,rendering
- 3D printing
- Laser cutting
- Adobe Illustrator
- Adobe XD
- Fusion360

EDUCATION

BS in Computer Science, University of Arizona - Tucson, AZ
Minor in Mathematics, University of Arizona
Minor in Information Science and Technology, University of Arizona
   GPA: 3.64
Relevant Coursework: Web Development, Data Visualization, Software Development, Analysis of Discrete Structures, Algorithm Design and Analysis, OOP and Design, Game Development, Intro to Machine Learning, Database Design, Symbolic Logic, Intro to Human-Computer Interaction, Operating Systems, Computer organization, Data Mining, Data Engineering, Intro to Linear Algebra

EXPERIENCES

06/2018 - 07/2018   **KEYS Research Intern**, Cyverse - Tucson, AZ
- Developed an app that automatically aggregates and summarizes long non-coding RNA analysis results in the form of graphs and charts
- Brought app into Cyverse's Discovery Environment through the use of container technology such as Docker
- Created and presented research poster to the public

Projects

3D Game
- Developed and published a 3D adventure game using Unity
- Created scripts for enemy AI, player movement, player-enemy interaction, camera movement, health and stats
- Created 3d models, animations, uv maps, textures, and rendering using Blender
- Game can be found at: https://garyli.itch.io/far-from-home

2D Game
- Developed and published a 2D retro brawler game using Unity
- Created scripts for enemy AI, player movement, player-enemy interaction, health and stats
- Drew sprites and animations using aseprite
- Added particle effects and sound
- Game can be found at: https://garyli.itch.io/clarencegrandadventure

Minesweeper
- Created minesweeper game in java using MVVM architecture
- Worked on GUI, implemented save/loading, timer, and condition checking for valid moves
- Project:https://github.com/CSC335-Spring-2021/csc-335-minesweeper-csc335-gary-daniel-merle-robert

Automatic Rube Golberg Machine
- Created autmoatic rube golberg machine using Arduino code, 3D printing, and Laser cutting
- Worked on robot arm construction, 3D designs, and 2.5D designs
- Project: https://www.youtube.com/watch?v=oYDA8r26VG4