Zhihong (George) Li

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Education

Bachelor of Arts, Bennington College, Bennington, *VT – June 2021*
Areas of Study: Computer Science – *GPA: 3.93/4.0*

Relevant Coursework:
Distributed System, Programming and Data Structure in C++, Python for Data Science and Machine Learning, Computational Linguistics, Programming Languages, Full Stack Mobile Artificial Intelligence, Software Engineering for the Liberal and Visual Arts, Code Crafting, How to Think Like a Data Scientist, Creation of Statistics, Calculus A, Discrete Mathematics, Number Theory and Cryptology, (Logic, Proof, Algebra, and Set Theory)

Technical Skills

Machine Learning: Neural Networks; Support Vector Machines; Nearest Neighbor; Regression; Clustering
Software and Programming Languages:

- **Proficient:** Python (Scikit-Learn, NumPy, Pandas, Seaborn); SQL; PostgreSQL; Git; R; JavaScript; Bootstrap; HTML/CSS
- **Experienced:** C/C++; C#; Swift; Microservices; Docker; Flask (Rest API); AWS (EC2, RDS); Keras; TensorFlow; Unity 3D; jQuery; Clojure; ARM Assembly

Operating Systems: Windows; Linux; OS X

Experience

IT Specialist – Bennington College, VT, USA, *January 2020 – February 2020*
• Assisted with a range of first-tier support issues, from basic troubleshooting of personal devices to printers to password resets
• Served as the front-line for all aspects of the Bennington card production process
• Assisted installing new internet switches for 9 student buildings, upgraded students' internet experience

Web Developer Intern – Dandelion School, Beijing, China, *August 2018 – August 2018*
• Developed a more secure and user-friendly website with WordPress for viewers to easily learn more about the school
• Transferred all the data from an outdated website to the new website ensuring that all information accessible

Projects

MultiClient TCP/IP Terminal Chat – Bennington College, VT, USA, *Spring 2020*
• Implemented TCP/IP sockets to send and receive data for client and server
• Incorporated multithreading to enable client to receive and send data at the same time
• Designed systematic architecture using for the chat program

Heart Disease Machine Learning Prediction Model – Bennington College, VT, USA, *Spring 2020*
• Analyzed the heart disease data using Pandas and Seaborn to provide researchers a quality data visualization
• Created various machine learning models with Scikit-Learn and TensorFlow to find the best prediction model
• Engineered a python automation algorithm to evaluate a potential ML model ten times to calculate the average model precision

Big Event Countdown Android App – Bennington College, VT, USA, *Fall 2019*
• Built an Android Application to help users to track the countdown of important events
• Incorporated SQLite to handle the backend side of the application in order to record the event data that user enters

Text Spell Checker – Bennington College, VT, *Spring 2019*
• Implemented the trie data structure to efficiently retrieve words from English dictionary for spell checking
• Created an command line interface for users to specify the text file to check conveniently

2D Computer Game in Unity3D – Bennington College, VT, *Spring 2018*
• Designed the foundation of a 2D platformer game using C# for a computer science class

Achievement

UWC Davis Scholar, IB Bilingual Diploma, Above Average Achievement (American Association of Teachers of German)

Languages

English (Proficient), Mandarin (Native Speaker), German (Elementary Level)