Zhihong (George) Li

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Education

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

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

Technical Skills

Software and Programming Languages:
Python; C/C++; C#; Unity3D; JavaScript; Swift; Clojure; SQL; R; Git; HTML/CSS; Bootstrap; Sass; jQuery; ARM Assembly

Operating Systems:
Windows; Linux; OS X

Computer Science Experience

Front End/Web Developer Intern – Beijing, China, *August 2018 – August 2018*
• Developed a more secure and user-friendly website for viewers to know more about the school
• Transferred all the data from an outdated website to the new website ensuring that all information accessible

Other Experience

Academic Mentor – Mount Anthony Union High School, Bennington, VT, *January 2018 - February 2017*
• Assisted students with intensive writing work to get their work ready for program exhibition
• Managed small group tasks ensuing that the students were on track for ensuring accomplishing curriculum requirements
• Worked one-on-one with students requesting extra help in providing writing & editing support

Advertising Internship – Beijing, China, *June 2017 - August 2017*
• Created a fundraising video promoting Dandelion School's new campus project
• Supported the school's fundraising effort as part of the contribution for building a new campus

Teaching Assistant (Volunteer) – Beijing, China, *July 2017 - July 2017*
• Provided students extensive translation in an effort to strengthen tie between students and the English speaking teacher
• Assisted teachers in classroom activities as well as lesson preparation making the class more productive

Projects

Embroidery Machine Drawing Tool– Bennington, VT, *Fall 2017*
• Built a drawing tool for embroidery machine helping people draw more printable creative pictures

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

Spell Checker– Bennington, VT, *Spring 2019*
• Built a spell checker as my final project for "Computational Linguistics" class.