

# April Li

Full-stack SDE, self-taught coder and permanent resident in Silicon Valley

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## Education

### App Academy Open

Free online track of the Coding Bootcamp // SEP 19 – FEB 20

Full-stack app development based on the 16-week open-sourced curriculum

### Academy of Art University

Master of Fine Arts, Motion Picture // JAN 13 – MAY 17

## Experience

### Founder, CEO, Software Engineer @ Elephant Box

JUL 2020 – Present // Sacramento, CA

Led a team of 5 engineers from bootcamp, 2 designers and delivered two products within 3 months as the product owner and scrum master using agile framework

Launched "Eat NOW" in Google Play, an AI mobile app that decides daily restaurant choices by learning from user preference through tinder-like swiping

- Built easing animations with React-Native shared element transition
- Built models, in-memory cache and apis for user session with Django
- Built Content-Based recommendation with TF\*IDF similarity algorithm, scikit-learn as ML modeling tool, and 3rd party APIs as data source with rate limiter

Launched "Investor's Game", a web life simulation game inspired by Monopoly and let you go back in time and make investments based on real historical data

- Built state management for 30+ states using redux, redux-thunk and react-hook
- Built high-performance stock line chart stream using requestAnimationFrame, chartjs, achieving 60% lower CPU usage and 60 fps
- Built client-side routing with React-Router and server rendering with Ruby on Rails 6 to optimize both SEO and performance

Setup continuous deployment, domains, Postgres database on Heroku

### Software Engineer Intern @ BargoPay

MAR 2020 – JUL 2020 // Baltimore, MD

Launched Blismo (for consumer) and Blisness (for business) in App Store & Google Play, two mobile apps positioned as Starbucks App for local businesses

- Built onboarding flow and state management using Flutter stateful components
- Built 50% of backend models and APIs with Node.JS, Firestore and setup continuous deployment to Google Cloud Functions
- Built rate limiter and memcache based on 3rd party API constraints and improved average API response time by 10X

### Commercial Director & Lead Video Editor @ RedCube Productions

JAN 2018 – FEB 2020 // Burlingame, CA

## Launched Apps



### Blismo / Blisness

In App Store & Google Play



### Eat Now

In Google Play



investors-game.com

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## Skills

### Programming Languages

JavaScript (ES6), Python, Ruby  
HTML, CSS, Dart

### Web

React (Hook), Redux, jQuery

### Mobile

React-Native, Expo, Flutter

### Backend / Machine Learning

Django, Rails 6, NodeJS, Postgres  
Firebase, Heroku, Google Cloud  
Platform, Scikit-Learn

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## My Story

- Formerly award-winning film director
- Had full-time job in video production for 2+ years
- Quit job and self taught coding
- 500+ Github contributions since career transition
- Certifications from LinkedIn, TripleByte for frontend and backend skills
- CodeSignal Certified 834 / 850
- Part of Tapia, GHC and Lesbians Who Tech communities