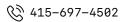
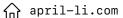
April Li

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







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 Al 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, scikitlearn 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 , chartis, 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

Skills

Programming Languages

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

Web

React (Hook), Redux, ¡Query

Mobile

React-Native, Expo, Flutter

Backend / Machine Learning

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

My Story

- ▶ Formerly award-winning film director
- ▶ Had full-time job in video production for 2+ years
- Deliver Quit job and self taught coding
- ▶ 500+ Github contributions since career transition
- Dertifications from LinkedIn, TripleByte for frontend and backend skills
- December 2015 CodeSignal Certified 834 / 850
- ▶ Part of Tapia, GHC and Lesbians Who Tech communities