April Li
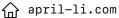
Full-stack SDE and permanent resident in Silicon Valley, open to intern and full-time positions

✉ greatday4april@gmail.com 📞 415-697-4502 🏠 april-li.com 🐙 github.com/greatday4april

Experience

Founder, CEO, Software Engineer @ Elephant Box
JUL 2020 – Present // Sacramento, CA

Led a team of 5 engineers, 3 designers and delivered two products in 2 months

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 80% 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

Software Engineer @ pointer.ai
MAR 2020 – JUL 2020

Worked with 2 FAANG SDEs and launched pointer.ai, a ML-based web app that generates optimal learning plan based on evaluation of user abilities and goals

▹ Built evaluation flow and state mgmt with React Hook, React Router and Redux
▹ Built ML linear regression prediction using scikit-learn and streamlit
▹ Built parallel processing for learning plan generation with multiprocessing module in Python and reduced API response time by 50%

Launched Apps

Blismo / Blisness
In App Store & Google Play

Eat Now
In Google Play

pointer.ai

investors-game.com

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, SKLearn, Jupyter

Education

New Jersey Institute of Technology (NJIT)
Master of Computer Science
Sep 20 – expected DEC 21

App Academy Open
Coding Bootcamp 02/20 – 06/20

Academy of Art University
Master, Motion Picture MAY 17