

Henry Xiaofeng Li

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Education

Stony Brook University, Stony Brook, NY

August 2017 – May 2021

- **Majors:** Computer Science, Applied Mathematics and Statistics
- **GPA:** 3.63 / 4.00
- **Achievements:** Dean's List, University Scholars
- **Relevant Courses:** Data Structure, Programming Abstractions, Scripting Languages, Analysis of Algorithms, Software Engineering, Software Development

Skills

- **Languages:** Python, Caché/MUMPS, JavaScript, TypeScript, HTML/CSS, C#, Java, C, SQL
- **Frameworks:** React.js, Django
- **Databases:** MongoDB, MySQL

Experience

Epic Systems, Verona, WI (Software Developer)

July 2021 – Present

- Assigned to the Clinical Decision Support team, maintained various decision support tools used by physicians/nurses, and added multiple enhancement features.
- Designed and implemented a performance improvement using a caching strategy, making several workflows at least 100% faster, affecting thousands of users daily.
- Built various internal settings that allow other back-end user to build more versatile decision support tools, impacting tens of thousands of end-users daily.
- Designed a new methodology to determine how efficient a decision support tool is built, and displaying all the statistics on a dashboard to help the back-end user to improve their build.
- Languages used: Caché/MUMPS, C#, JavaScript, TypeScript, HTML/CSS

KidOYO, Long Island, NY (Mentor)

September 2018 – September 2019

- Mentored young computer science learners to turn their creative ideas into a computer program
- Provided feedback to students to help them understand their mistakes
- Languages used: Java, Python, JavaScript, HTML/CSS, Scratch

Programming Projects

Birp Converter (C)

March 2021

- A tool that converts image data between the PGM format and a non-standard Birp format that represents the pixel raster using a variant of a data structure called binary decision diagrams
- Included multiple image transformation options for the Birp format

NBA Positions Analysis (Python)

January 2021

- Analyzed how each position differs in their play style and how the characteristics of a player impact the position he plays
- Scraped data with BeautifulSoup and Selenium from multiple sources
- Used Plotly to help visualize the data in different types of plot

Money Manager (Python)

December 2020

- Built a web application using Django that allows users to keep track of their income and expenses
- Utilized FullCalendar.js to display the transactions on a calendar
- Included a monthly spending summary for each month

Redistrictor (Python, Java, JavaScript)

September 2020 – December 2020

- Built a web application that allows user to random generate districting plan on selected states, and compare to the enacted plan via a box-and-whisker plot
- Implemented an algorithm that ran on real-world data and generated promising results
- Designed appropriate data structures to optimize algorithm runtime
- Created a local server with the Spring Boot framework