Zhao(Harry) Li

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EDUCATION

University of Pennsylvania, Philadelphia, PA

Sept 2017 - May 2019(Expected)

Master of Computer and Information Technology

GPA: 4.0/4.0

GPA: 3.8/4.0

 Courses: Data Structure, Algorithms, Software Development, Database and Information Systems, Computer Systems, etc.

Sun Yat-sen University, China

Sept 2013 - Jun 2017

Bachelor of Economics in Insurance

Won 1st Prize Scholarships (ranked No.1 in Insurance Department in 2015-2016)

WORK EXPERIENCE

Peloton Interactive, New York, NY

Jun 2018 - Aug 2018

A unicorn company that reinvents fitness with technology

Android Developer Intern

- Delivered migration of 30+ Segment analytics events for Peloton bike and treadmill Android App using frameworks including Dagger and RxJava in Java & Kotlin
- Fixed video chat module by refactoring the implementation of **OpenTok** service, reducing the crash rate **from 60% to less than 5%**
- Wrote 50+ JUnit tests with Mockito, PowerMock and Robolectric
- Built layouts and UI of a new feature based on the product team's design using **Epoxy** and **Fresco**
- Designed and implemented a workout game inside Peloton bike app during Peloton's 2-day hackathon
- Conducted daily tasks assigned from Jira and took part in 6 Sprints of Agile development

PROJECTS

Rap Freestyle Web Forum (URL: rap-forum.herokuapp.com)

Jan - Feb 2018

- Developed a website for rappers to post their albums, lyrics, and battle freestyles
- Implemented comment system and login/register system using Passport.js, storing these data in MongoDB, applying Node.js and Express with RESTful routes
- Designed website styles with Bootstrap and deployed it on Heroku

Soccer Data Visualization Web Application

Nov - Dec 2017

- Developed a web app for users to query data or generate soccer data analysis from EPL database (won Best Project Award out of 45 competitors)
- Implemented outstanding data visualization with AngularJS and Chart.js
- Cleaned and normalized csv datasets using Java before constructing MySQL database
- Integrated Facebook API for login and Google Search API to search for related soccer information
- Applied MongoDB as user information database and deployed the project on AWS

FIFA 18 Assistant Android App

Dec 2017

- Built an Android App with datasets from video game FIFA 18, programming in Java
- Implemented a "prefix search engine" using prefix tree data structure to search for team names
- Designed user-friendly UI and implemented soccer players' photo gallery using Picasso

SKILLS

Programming Language: Java, Kotlin, C, C++, JavaScript, Python

Database: SQL, MySQL, MongoDB, Neo4j Web development: Node.js, Express, AngularJS Others: HTML, CSS, Git/GitHub, AWS, Android Studio

ACTIVITIES

Robot Soccer Competition

Feb 2011

- Won 2nd prize in the 2011 RoboCup Junior (China) Robot Soccer Competition
- Implemented real-time electronic soccer dribbling and shooting strategy, programmed in C