Jeffrey Li

New York, NY | JeffreyLi0211@gmail.com | (718) 730 - 2388 | jeffreyli.co | github.com/jeffreyli211

EDUCATION

Boston University, College of Arts and Science   **Graduated May 2021**

Bachelor of Arts in Computer Science
Honors: *cum laude* (GPA: 3.58/4.00)
Relevant coursework: Python, Java, Algorithms, Software Engineering, Data Science, Computer Graphics, Information Security, Computer Systems, Combinatoric Structures/Discrete Mathematics, Probability and Statistics, Linear Algebra, Functional Programming

PROGRAMMING EXPERIENCE

EvolvU Health Coach Web Application: *Back-end Developer*   **Feb 2021 - April 2021**
- Web application with the objective of connecting users to various health coaches accessible in the specified location via in-person and/or remote sessions.
- Utilized the Django Rest framework to develop a back-end web API that communicates with a front-end React App framework via HTTP requests and responses.
- Implemented several working features, including user account creation, user/coach profile models, and coach searching functionality with result sorting and pagination.

MAPC Broadband Access Data Project: *Programmer/Data Analyst*   **Feb 2021 - April 2021**
- Worked alongside the Massachusetts Metropolitan Area Planning Council to analyze potential disparities in ISP internet speeds across different municipalities via several variables such as median income, number of providers, and race/ethnicity population.
- Preprocessed census data to retrieve essential variables for further data analysis and comparison.
- Written in Python using a local SQL database to illustrate potential relationships between internet speeds and data variables via heatmaps, scatterplots, and bar graphs.

COVID-19 Article Summarizer: *Developer*   **May 2020**
- Developed a web-based program that allows users to receive filter-specified news regarding COVID-19 as a collection of informative summaries.
- Incorporated the News API and SMMRY API with the objective to collect articles and accurately summarize them with minimal loss of information.

Unity Maze Level Development Project: *Developer*   **May 2020 - Dec 2020**
- Utilized the Unity game engine in order to expand my understanding of the platform and pursue my interests in software and game development.
- Incorporated built-in libraries and implemented various algorithms to create a randomly-generated perfect maze.
- Explored the C# programming language through the coding of scripts.

TECHNICAL SKILLS

Programming Skills

Proficient in Python, Java, Git & Github, RESTful APIs, data structures, graphics algorithms, LaTeX
Familiar with Go, C, C#, OCaml, JavaScript, graph/node algorithms

Languages

Fluent in English | Proficient in Cantonese Chinese

Additional Skills

Advanced in Microsoft Word, Microsoft Powerpoint, Google Docs, Google Slides