

Jiangpeng Li

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EDUCATION

University of Michigan

May 2026

Bachelors in Computer Science, Minor in Japanese Studies

Ann Arbor, MI

- University Honors, Dean's List, GPA 3.6
- Courses: Data Structures and Algorithms, Software Engineering, Cybersecurity, Web Systems, Databases

WORK EXPERIENCE

Oregon State University

May 2025 – August 2025

Software Engineer Intern

Corvallis, OR

- Designed, developed, and deployed two full-stack research data platforms:
 - RAPID (Repository for AI-Powered Indexed Documents) — rapid.cqls.oregonstate.edu — enables upload, analysis, and semantic querying of 1,700+ academic papers using a vector store to power Retrieval-Augmented Generation for large language models.
 - RAMS (Repository for Annotated Mass Spectrometry) — rams.cqls.oregonstate.edu — supports uploading, managing, and analyzing mass spectrometry data, with advanced sequence-based search, detailed metadata visualization, and ExDViewer integration for in-browser analysis.
- Built responsive, user-friendly front-end interfaces with JavaScript and CSS, and implemented robust back-end services with Flask for data processing, semantic search, and server-side functionality.
- Engineered database architecture in PostgreSQL to store, query, and manage large mass spectrometry data files.
- Managed the full deployment pipeline — version control with GitHub, configuration of production environments, and hosting via Apache on virtual machines.

University of Michigan

June 2023 – September 2023

Python Course Coach

Ann Arbor, MI

- Conducted weekly Zoom sessions, delivering tutoring and programming support to students enrolled in the UoM's Joy of Coding programming course.

Oregon State University

June 2020 – August 2020

Machine Learning Intern

Corvallis, OR

- Built a semantic segmentation CNN achieving 80% accuracy in detecting tree trunks from images for an autonomous apple-picking robot.
- Created a 100+ image dataset, led progress meetings, and delivered final code and presentation.

PROJECTS

Swornfish (Game)

January 2025 – April 2025

<https://rhansen3.itch.io/swornfish>

Ann Arbor, MI

- Winner of the EECS494 Winter 2025 Games Showcase, earning over 160 public votes.
- Designed and developed major gameplay content, including the final boss battle, along with core UI systems such as responsive health displays and in-game toast notifications.
- Developed with Unity, C#, and Jira in a four-member agile team.

SKILLS

- Technical Knowledge: Python, C++, C#, Javascript, SQL, HTML, CSS, Flask, Unity, UI/UX Design