# JACQUELINE LI

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## SUMMARY

Software Engineer with over three years of experience in development and project management. Accomplishes project goals consistently with elegant, scalable code. Works great with team members under Agile and Scrum frameworks.

## SKILLS

- Fluent in C++, Python
- Swift / SwiftUI
- Qt/QML
- Qt Libraries: QCustomPlot
- HTML/CSS
- Object-Oriented Programming
- Project Management
- UI/UX Design

## EXPERIENCE

### ZETA SURGICAL INC.

Boston, MA

**Software Engineer** 09/2022 to Current

- Developed algorithms for an FDA-approved surgical navigation device, focusing on both frontend and backend systems.
- Simulated high-resolution focused ultrasounds on low-power PCs through extensive data analysis and algorithm optimization.
- Developed and designed surgical navigation software to ensure compatibility with new procedures, including cranial biopsies, EVD procedures, and focused ultrasounds.
- Led the redesign and launch of the company's new website, coordinating a team of UX designers and web developers.
- Developed electric caster wheel software utilizing C++/Qt for monitoring and control
- Developed a scaled ruler and a dynamic depth gauge crosshair using C++/VTK for the Zeta Surgical Navigation System.

### BOSTON UNIVERSITY MACHINE VISION LAB

Boston, MA

**Student Researcher** 11/2021 to 06/2022

- Enhanced object detection software to assist vision-impaired individuals during ride-sharing.
- Introduced and executed the extraction of images from a neural network training dataset for autonomous vehicles using the Toronto Annotation Suite, improving project completion speed by 30%
- Developed code for object detection and integrated it with OAK-D cameras, while increasing debugging efficiency.

### BOSTON UNIVERSITY SARGENT COLLEGE

Boston, MA

**Teaching Assistant** 06/2020 to 05/2021

- Guided students through human anatomy case study labs, overseeing 50-60 students per class over three semesters.
- Conducted weekly office hours sessions to help students further their understanding of challenging anatomy concepts featured in labs, lectures, and homework material.
- Collaborated with the professor to facilitate interactive exercises during lecture to increase student engagement.

## EDUCATION AND TRAINING

**BACHELOR OF ARTS**: COMPUTER SCIENCE 08/2022
**Boston University**, Boston, MA

**BACHELOR OF SCIENCE**: HUMAN PHYSIOLOGY 08/2022
**Boston University**, Boston, MA