Zhuofan (Lauren) Li

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OBJECTIVE

Applying for Software Engineering Internship for 2020 winter, 2021 spring and 2021 summer

EDUCATION

The Ohio State University, GPA: 4.0/4.0

August 2019 – present

B.S in Computer and Information Science, minor in Mathematics

Columbus, OH

Dean's List Fall 19, Spring 20

Selected Coursework:

Data Structures (Java) | Algorithms (Java) | Discrete Math | Calculus I, II, III | Linear Algebra | Statistics (R) | Database (AU20)

PROFESSIONAL EXPERIENCE

Mobile Application Developer Intern at Dandilyonn

June 2020 – present

Unity developer

- Develop an Android game aiming for increasing people's awareness of recycling and sorting garbage using Unity, collaborate with 3 girls in different areas in the U.S, contribute on 40% of coding, 15% of designing (C#, git, Unity)
- Design and implement the whole dialogue system in this application
- Implement and design the garbage sorting game in this application
- Github: https://github.com/karen-ly/MissionEcopossible

PROJECTS

Tag Cloud Generator (Java)

August 2020

- Implement an HTML Tag Cloud generator, manipulate data structures of HashMap, Set, Queue
- Project website: http://web.cse.ohio-state.edu/software/2231/web-sw2/assignments/projects/tag-cloud-generator/tag-cloud-generator1.html

Bug Language Compiler (Java)

July 2020

- Develop and learn build compiler using tokenizer, parse, code generation
- Project website: http://web.cse.ohio-state.edu/software/2231/web-sw2/assignments/projects/program-statement-parser/program-statement-parser.html

Build Data Structures (Java)

June 2020

- Practice architect different data structures, build Stack on Queue, Map on Queue, Singly and Doubly linked list, Sorting Machine
- Project Github: https://github.com/laurenli17/SU20

ACTIVITIES

ACM-W at The Ohio State University

August 2019

• Grace Hopper Celebration Scholarship Fall 2020