

# Zhuofan Li

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## EDUCATION

### University of California, Berkeley

*M.Eng in Electrical Engineering & Computer Science*

Berkeley, CA

Aug. 2022 – Dec. 2023

### The Ohio State University

*B.S in Computer and Information Science, minor in Mathematics, GPA: 3.87/4.0*

Columbus, OH

Aug. 2019 – May. 2022

**Awards:** Dean's List (2019 – 2022), ACM-W at OSU Grace Hopper Celebration Scholarship

## SKILLS

Python, Java, C#, SQL, C, assembly, MATLAB, NumPy, sklearn, pandas, ASP.NET, Ruby on Rails, Azure DevOps, Visual Studio, Unity

## PROFESSIONAL EXPERIENCE

### Flairsoft

Columbus, OH

*.NET Developer Intern (C#, SQL, ASP.NET, Visual Studio, Azure DevOps)*

Jun. 2022 – Aug. 2022

- Maintained company web application Flairdocs, added new dropdowns for file import, implemented grid view for imported excel files and managed to store uploaded data into database using **C#** on **ASP.NET**. Generated **SQL** query to perform data extraction for clients
- Implemented the Swagger documentation into Flairdocs API based on **ASP.NET** framework, touched 25 files and 10000 lines of code, tested through Internet Information Service and Postman
- Maintained company ABBYY project through identifying typos and misused ID name from input descriptions using **C#**

### LinkTime Cloud

Wuhan, China

*AI Product Intern (Jupyter Notebook, Vertex AI, Figma, Jira)*

May 2021 – Jul. 2021

- Generated data story from student mental health datasets by data pre-processing, hyperparameter adjustment and model evaluation assisted by AutoML tools. Conducted company-wise presentation towards the results and increased 20% of efficiency for future data analysis
- Accelerated the launch of a new cloud product by testing and maintaining 8 machine learning projects using embedded **Jupyter Notebook**
- Wrote step-by-step markdown files and improved user experience of the first-generation users. Constructed service blueprint and wrote user manuals for the new cloud product

### Dandilyonn SEEDs

Remote

*Mobile Dev Intern (Unity, C#)*

Jun. 2020 – Aug. 2020

- Implemented entire mobile game app with **Unity** and **C#** to encourage all-age to recycle and compost more. Managed the entire user-interactive dialogue system and level 5 garbage sorting game, programmed 40% of the entire project in a group of 4
- Published the game app to Apple App Store and Google Play Store, downloads are available.  
GitHub link: <https://github.com/karen-ly/MissionEcopossible>

## ACADEMIC & LEADERSHIP EXPERIENCE

### Indoor Airborne Pollutants Data Analysis

Columbus, OH

*Research Assistant*

Jan. 2022 – May. 2022

- Managed to improve data quality by imputing missing values, fixing drifting for datasets consist of 6-month of hourly collected indoor airborne pollutants data points using **sklearn**, **pandas** and **NumPy**
- Remodeled Generative Adversarial Network algorithm to generate sequential synthetic data based on 6 different indoor and outdoor airborne pollutants datasets

### Dandilyonn SEEDs

Remote

*Technical Coach*

Jun. 2021 – Aug. 2021

- Coached one team of 4 who used Kotlin to build an Android ecommerce mobile app for Summer Environmental Education Developments (SEEDs) 2021

### AI Chatbot

Columbus, OH

*Team Lead*

Jan. 2021 – May. 2021

- Achieved fundamental greeting and asks the user for symptoms to suggest if the user needs a COVID-19 test function by applying tokenization processing, ID3 decision trees and neural networks
- Built 90% of the project, led a group of 3. GitHub link: <https://github.com/laurenli17/ImproveMyChatbot>

### The Jane Goodall Institute

Hong Kong

*Volunteer*

Sept. 2018 – May. 2019

- Actively engaged in 8-month of beach cleaning, garbage recycling, composting activities and primary school teaching about environmental issues and ecology