

Lawrence Li

lawrenceli3202@gmail.com | [LinkedIn](#) | [GitHub](#) | [Portfolio](#) | Boston, MA

Education

Boston University

Expected Graduation: May 2025

BA in Computer Science

Relevant Courses: Web Application Development (Now), Database Systems (Now), Software Engineering Immersion (Now), Software Engineering, Algorithms, Data Structures, Theory of Computation, Probability in Computing, Linear Algebra

Wentworth Institute of Technology

Sep. 2021 - Apr. 2022

BS in Computer Science | GPA: 3.9/4.0 | Dean's List (Fall 2021, Spring 2022)

Relevant Courses: Intro to CS I & II, Object Oriented Programming, Computer Organization, Discrete Math, Calculus I & II

Work Experience

Mathnasium Dedham | Math Instructor

Apr. 2022 - Aug. 2022

- Fostered a supportive learning environment, improving critical thinking and **problem-solving skills** among K-12 students
- Conducted 1:1 instruction covering a spectrum of math levels, utilizing the Mathnasium Method to improve students' efficiency

Projects

Personal Website | [GitHub Repository](#)

Jan. 2023 - Present

- Built and deployed a portfolio displaying information about myself using **React.js, JavaScript, Vite, HTML, and Tailwind CSS**
- Created an intro, navigation bar, project, and contact section to improve user experience efficiency

LC-3 Processor | [GitHub Repository](#)

Apr. 2022 - Apr. 2022

- Utilized **Logisim** to create a functional LC-3 processor consisting of the Main, Control Unit, ALU, and Registers
- Implemented instructions like **ADD, AND, NOT, JMP, LD, and ST**, enhancing LC-3 processor usability and functionality

Battle Network Game | [GitHub Repository](#)

Feb. 2022 - Apr. 2022

- Spearheaded the development of an innovative Object-Oriented game using **Java, JavaFX, and CSS**, resulting in **over 2,500 lines of code**
- Engineered a turn-based gameplay system with precise player and enemy movements on a 3x3 grid using **Inheritance, Polymorphism, Arrays, and Recursion**

Blackjack | [GitHub Repository](#)

Jan. 2022 - Feb. 2022

- Designed a sophisticated **Object-Oriented Java** game within the console environment to provide a crafted gaming experience, enhancing both user engagement and functionality
- Systematized a **robust card shuffling algorithm** incorporating **Arrays, Inheritance, and Abstraction** to utilize a random number generator to elevate fairness and interactivity of game

Skills

- **Programming Languages:** Java, Python, HTML, CSS, JavaScript
- **Frameworks:** React.js, JavaFX, Tailwind CSS
- **Tools & Technology:** Node.js, Git, GitHub, Vite, VS Code, IntelliJ IDEA, WebStorm, Eclipse, Notepad++, Sublime Text, Notion, Logisim, LaTeX, Google Drive, MS Office