Weifan Li

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GitHub Page

EDUCATION

Master of Science in Computer Science   *Jan. 2024 – May. 2026*

Northeastern University (GPA: 4.0/4.0)   *San Jose, CA*

Bachelor of Science in HNFE (Human Nutrition, Foods, and Exercise)   *Aug. 2018 - Jan. 2022*

Virginia Polytechnic Institute and State University (GPA: 3.7/4.0)   *Blacksburg, VA*

EXPERIENCE

Backend Web Developer Intern   *Oct. 2022 – Jan. 2023*

Qihoo 360   *Beijing, China*

- Assisted in developing and maintaining **Spring Boot** applications for managing daily scripts and tasks in the **Data Middle Platform** system.
- Worked closely with **data warehouse engineers** to analyze and troubleshoot periodic task failures, gaining experience in debugging and issue resolution.
- Contributed to writing and optimizing **backend logic** to improve task automation, ensuring smoother data processing workflows.

PROJECTS

Personal Blog/Website *(React, Node.js, MongoDB)*   *Aug. 2024 – Jan. 2025*

- Developed a **full-stack blog application** where users can register, log in, and create, update, and delete blog posts, using **React for the front-end** and **Node.js with Express.js for the back-end**.
- Designed and implemented **RESTful APIs** to handle authentication and blog management, leveraging **MongoDB with Mongoose** for efficient data storage and retrieval.
- Built a **responsive and interactive UI** with **React Router** for seamless navigation and integrated a **rich text editor** to enhance the user experience in writing and formatting blog posts.

Tamagotchi Virtual Pet Game (Java, Swing, JUnit)   *Sept 2024 – Dec. 2024*

- Developed a **Tamagotchi-inspired virtual pet game** with **GUI (Java Swing)** and **CLI modes**, allowing users to interact with a digital pet through feeding, playing, and monitoring its emotions.
- Designed **custom pixel-art sprites** and **animations** using **Piskel**, integrating them into the game to create dynamic visual feedback for pet actions.
- Applied **object-oriented programming principles** to structure pet behaviors and game logic, ensuring maintainability, and implemented **JUnit tests** to validate state transitions and interactions.

Full-Stack Stock Simulator *(Python, Flask, SQLite)*   *July 2022 – Aug. 2022*

- Built a **real-time stock trading simulator** using **Flask and SQLite**, allowing users to buy, sell, and track simulated stock transactions with real market data from **IEX Cloud API**.
- Implemented **database-driven transaction logic**, using **SQL queries and Python data structures** to efficiently manage stock ownership, trade history, and portfolio updates.

SKILLS & RELATED COURSE

Programming languages: Java, Python, C, JavaScript, HTML, CSS, React, Node.js, Flask, MongoDB, SQL, Git

Relevant Courses: CS 5800 (Algorithms), CS 5004 (Object-Oriented Design), CS 5002 (Discrete Structures), CS 5001 (Foundations of CS)