CAILIN LI

Software Engineering
New Media Interactive Development

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OBJECTIVES

- To develop my interests in the design and development of software and interactive interfaces.
- To challenge myself, gain new skills, and learn more about the software engineering industry.

EDUCATION

Rochester Institute of Technology | Rochester, NY | 2012 - 2017
BS in Software Engineering and New Media Interactive Development
GPA: 3.95 (4.00 within Major) | Honors Program

EXPERIENCE

Engineering Intern at Snowbound Software
Waltham, MA | May 2013 - July 2013
- Wrote Java Samples with Swing GUIs for the Snowbound Imaging SDK. Also worked with C, JNI, and regex.
- Tested and debugged pre-existing samples and open source code.

Joomla Site Builder at ZeXen Technology
West Boylston, MA | May 2013 - January 2014
- Migrated company websites to Joomla and installed templates.
- Worked with customer requirements to install additional features and customize design using HTML and CSS.

HEOP Tutor at RIT
Rochester, NY | October 2013 - Present
- Tutor students in subjects such as Discrete Mathematics.

PROJECTS

ToolShare
- Worked on team of five to create a web-based tool sharing system using **Django**, **BootStrap**, and using **SVN** for version control.
- Went through software development cycles for two releases.
- Wrote numerous **unit tests**, participated in a **formal code review** and **cross team beta testing**.

Generic Puzzle Solver
- A generic puzzle solver written in **Java** using the **BFS algorithm**.

Health Monitoring System
- A doubly linked list written in **C** that stores health information input.

Portfolio Website
- A personal project built with **HTML**, **CSS**, **JavaScript**, and **jQuery**.

RELATED COURSEWORK

Data Structures
Object Oriented Programming
Personal Software Engineering
Professional Communications
Intro to Software Engineering
Honors Intro to CS Theory
New Media Design Imaging
Engineering Software Subsystems

LANGUAGES

Java
Python
C
HTML
CSS
JavaScript

TOOLS

Django	Eclipse
jQuery	Sublime
BootStrap	Visual Studio
SQLite	Photoshop
Git	Illustrator
SVN	Windows
UML	Unix

SKILLS

- Problem-solving
- Ability to work in a team
- Understanding of Software Engineering concepts
- User Interface Design

REFERENCES

Available upon request.