



Cody Li

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Profile

Duke University

Class of 2018, B.S. Computer Science

Recent graduate interested in mobile dev and data science/engineering in Fintech, education, and the "creative" (photography, fashion, etc.) space. Currently preferring a startup in either Series A or B stages.

Languages

Java
Scala
Python
C#
Swift

Frameworks and Tools

Apache Spark
AWS
Git
Unix

Courses

Data Structures and Algorithms | Computer Architecture
Software Design and Implementation | Artificial Intelligence
3D Programming and Design in Unity | Digital Systems
Database Systems | Operating Systems | Web App Development
Design & Analysis of Algorithms

Experience

Capital One | Associate Data Engineer

July 2018 - Present

Working on enterprise data lake ingestion pipeline using Java, Scala, and Apache Spark ontop of an AWS stack.

Capital One | Data Engineering Intern

June 2017 - August 2017

Worked on Enterprise Data Management tools. Improved validation performance by 4-5x by rewriting the profiling engine in Apache Spark and implementing a schema validation feature for data movement checks.

Duke CS Department | Teaching Assistant

August 2016 - December 2016

TA for the introductory data structures and algorithms course at Duke. I am responsible for leading discussion sections, office hours, and grading.

Duke University School of Medicine | iOS Developer

May 2016 - August 2016

Intern in Dr. Jean Beckham's lab. Helped develop several iOS applications for patient data collection, using tools such as ResearchKit and HealthKit

System Architecture Lab | Undergraduate Researcher

May 2015 - December 2015

Conducted research on applying game theory principles to create an efficient algorithm in distributing computing resources to multiple users and applications.

Projects

Tunelink

Group music listening application created at Capital One's Carbon Intern Hackathon 2017. Users select songs via a Slackbot and music is played using Spotify's recently released Web API using Firebase and NodeJS. Placed 3rd out of 75+ teams.

Duke Studies

Developed an iOS application designed to help Duke students form study groups by using Groupme with Parse as the backend.

Crowdify

An iOS application developed at HackNC 2016 that allows users to connect multiple mobile devices together to play music simultaneously via Spotify. The backend was created using Firebase.