

William Li

1904 Jefferson Park Ave Apt. 40, Charlottesville, VA 22903 | 3460 Virginia Oaks Dr. Oakton, VA 22124

(Permanent)

(703)-678-7525 | li.william811@gmail.com

Education

University of Virginia – Echols Scholar for the College of Arts and Sciences

Charlottesville, VA

B.A in Computer Science and Mathematics, Cumulative GPA: 3.89 / 4.0

Aug 2016 – May 2019 (expected)

- *Coursework:* Algorithms (CS 4102) | Computer Architecture (CS 3330) | Human Computer Interaction in Software Development (CS 3205) | Data Analysis with Python (STAT 3250) | From Data to Knowledge (STAT 3080)
- Completed *Creative Applications for Deep Learning* course by Kadenze

Skills

Proficient: Java, C++, Python

Intermediate: HTML5, CSS3, Data analysis with R, pandas, NumPy

Experienced with: Linux/Unix OS environments, Unit testing, project management

Learning: Deep Learning Applications (TensorFlow), Cloud Computing with AWS / Azure, Database Management with SQL

Experience

MITRE Corporation

Mclean, VA

Information Technology Engineer

Summer 2017

- Conducted a mac OS Gap Analysis with the Mac Security Team to identify trending issues in mac support at MITRE, as well as other pain-points.
- Researched common problems in MITRE public forum platforms, including the Cherwell Help Desk, Mac support Slack channels, and the Mac user Handshake Group.
- Developed a user survey for a final data analysis, delivered to over 2000 users in the company.

Fairfax Collegiate

Herndon, VA

Assistant Instructor

Summer 2016

- Taught elementary level Python and programming principles to elementary to high school students and gave basic introduction to Linux/Unix operating systems.

Organizations

Association for Computing Machinery (ACM@UVA)

Sept 2017 - Present

Representing the University of Virginia in the International Collegiate Programming Contest (ICPC) for the US Mid-Atlantic region in algorithms and problem solving.

Projects

Research: Adversial examples in machine learning

Oct. 2017 – Present

- Working with PhD student Fnu Suya and Professor Yuan Tian to implement an algorithm designed to generate adversial examples in machine learning models.
- Edited source code of the Zeroth Order Optimization (ZOO) attack algorithm to implement an early-termination criterion based on a number of queries to reduce computational load

Student Game Developers (SGD): Wilderness

Aug 2017 – Dec 2017

- Designed and developed a text-based computer game from scratch with a team of other students. Assembled a game-state integration with loading and save states using the JSON Python library.