





Jock Li

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education	<div><div><div>Cornell University, Ithaca, NY</div><div>B.S. in Computer Science</div><div>Minors in Operations Research & Data Science</div><div>GPA: 3.53/4.00</div></div><div>August 2021 – May 2025</div></div>
coursework	<div>Data Structures and Algorithms, Object-Oriented Programming, Functional Programming, Computer System Organization, Operating Systems, Database Systems, Machine Learning, Optimization, Learning with Big Messy Data, Foundations of Artificial Intelligence*, Modeling and Computation*</div> <div>* = in progress</div>
experience	<div><div><div>Outlier, San Francisco, CA</div><div><i>AI Software Engineer</i></div><div>May 2024 – Current</div><div><ul style="list-style-type: none">"Trained and refined 10+ generative AI models, improving their coding proficiency by 30% on average and reducing error rates by 20%Evaluated 500+ AI-generated code samples, solved 50+ complex coding problems, and developed 200+ robust test cases using Python and TensorFlow, contributing to significant advancements in AI-driven coding capabilities</div></div><div><div>Cornell University, Ithaca, NY</div><div><i>Undergraduate Teaching Assistant</i></div><div>December 2023 – Current</div><div><ul style="list-style-type: none">Guided a group of 200+ students through ORIE 3120, covering topics such as optimization algorithms, machine learning models, and data visualization techniques, and CS 4320, teaching SQL, data modeling, and database design principlesConducted 7-8 hours per week of personalized support, receiving an average rating of 4.8/5 from students for the quality and effectiveness of guidance provided</div></div><div><div>RippleMatch, New York, NY</div><div><i>Leadership Development Intern</i></div><div>July 2022 – October 2022</div><div><ul style="list-style-type: none">Led user acquisition campaigns leveraging social media, campus outreach, and email marketing, resulting in a 25% increase in the user base within 3 monthsConducted in-depth analysis of user engagement metrics and the customer acquisition funnel, implementing data-driven improvements and A/B testing strategies that led to a 15% uplift in user activation rates</div></div></div>
projects	<div><div><div>Signlingo</div><div>January 2024 – May 2024</div><div><ul style="list-style-type: none">Engineered an AI-powered American Sign Language (ASL) learning platform utilizing computer vision and machine learning; optimized a CNN with 90% test accuracy; and trained a YOLO model attaining 0.86 precision and 0.86 recall scoresIntegrated the YOLO model into an interactive script that captures hand movements via webcam, providing real-time feedback on gesture accuracy to enhance user experience and learning effectiveness</div></div><div><div>Chess Game</div><div>September 2022 – December 2022</div><div><ul style="list-style-type: none">Developed an interactive multiplayer chess game using OCaml and functional programming, collaborating with peers to implement advanced AI algorithms for enhanced gameplay strategyEngineered an immersive interface with customizable features such as various color schemes, piece designs, and dynamic game-ending scenarios</div></div></div>
skills & languages	<div><div>Programming</div><div><ul style="list-style-type: none">Python, Java, C, C++, OCaml, JavaScript, R, SQL, MySQL, SQLite, HTML/CSS</div></div> <div><div>Data/ML</div><div><ul style="list-style-type: none">NumPy, Pandas, Scikit-learn, Matplotlib, Seaborn, PyTorch, TensorFlow, Tableau, Databases</div></div> <div><div>Technology/Tools</div><div><ul style="list-style-type: none">Git, Latex, Google Colab, Jupyter, VS Code, Eclipse, Linux</div></div>