Tianrui Li

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Highlights
- Experienced in architecting and developing clean, client-oriented software across a variety of tech stacks involving frontend, backend, database, testing, and cloud in professional, team settings
- Explores innovative facets of science and technology in side projects and roles outside of school and work

Education
Bachelor of Science in Computer Science   *08/2019 -*
University of Florida, Gainesville, FL   *12/2022*
    Minors: Electrical Engineering, Physics   GPA: 4.0/4.0
    Relevant Coursework: Analysis of Algorithms, Data Structures & Algorithms, Computer Graphics, Computer Networks, Machine Learning, Data Science, Operating Systems, Software Engineering

Technical Skills
    Programming Languages: TypeScript, Python, C++, Java, C#, Julia
    Libraries, Frameworks: Git; Angular, React, HTML/CSS; Node, Express, Spring Boot, Nest, Flask; AWS, Google Cloud, Firebase, Docker, SQL, MongoDB; Jasmine, Cypress, JUnit; Pandas, Selenium, PyTorch; OpenGL, Unity

Work Experience
JPMorgan Chase & Co. Software Engineer Program Intern   *06/2021 -*
- Implement features for a Spring Boot, Angular web app that enables internal + external users to   *08/2021*
  self service for aggregated data rather than go through operations (OPS) team
- Improve efficiency for OPS teams by reducing time spent on the ~1100 failed data points/month and eliminating ~480 data inquiries/month received
- Lead intern team to ensure milestones are met and help explain relevant technologies and concepts
- Individually develop and document a package that abstracts and updates fragmented use of the Elasticsearch client

Studio Reach Software Developer Part-time   *06/2020*
- Expand a Firebase, Angular web app for connecting clients to real estate vendors in order to   *- 03/2021*
  improve low site traffic
- Develop a questionnaire for guiding new users, new layouts for vendor cards/pages, etc.
- Engage in daily standups, pair programming, etc. as part of an agile team using kanban

UF Computer & Information Science & Engineering Teaching Assistant   *01/2020 -*
- Courses: Operating Systems, Applications of Discrete Structures, Computer Graphics   *Now*
- Refactor and extend "Computer Graphics" projects using OpenGL to improve learning experience
- Prepare presentations and example problems for lecture reviews during "Application of Discrete Structures" discussions for 20-30 students

UF SurfLab Research Assistant   *10/2019 -*
- Contribute to a Unity VR app for converting MRI/CT scans to simulation-ready ready pieces of   *Now*
  anatomy for surgeons to train and learn surgery with using VR
- Develop prototypes to make core feature design decisions (e.g. implement thickness estimation for vessels using Blender API and sklearn)

BookMark'd Software Developer Part-time   *10/2019 -*
- Implement a React, Node web app for college student ecommerce, including real-time chat,   *07/2020*
  product search using Elasticsearch, and payment processing using Stripe
- Utilizes AWS to run app (EC2), add CI/CD, and set up site's domain name & SSL certificate

Projects
Attendance Grader Teaching Assistant/Personal Project   *10/2020*
- Develop script to automate attendance for 300-400 students in Zoom discussions for "Applications of Discrete Structures"
- Utilize Pandas and Canvas API to extract info from Zoom CSV files and make grade changes

Language Recognition Personal Project   *01/2021 -*
- Implement a neural network to recognize language spoken in audio clips using PyTorch   *Now*
- Scrape over 250GB of audio clips using Selenium; preprocesses data through Pandas and PyDub

Capybara Mental Tracker 2021 SASEhack's Best Hack and Best Use of AI/Cloud   *03/2021*
- Implemented a React, Firebase web app that uses AI (CustomVision.AI) that recognizes when learners are tired and notifies them to take a break