

Tianrui "Ray" Li

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Education

Bachelor of Science in Computer Science

University of Florida, Gainesville, FL

Minors: Physics, Electrical Engineering

Relevant Coursework: Data Structures & Algorithms, Circuits 1, Programming 2, Discrete Structures

May 2023

GPA: 4.0/4.0

High School Advanced Honors Diploma

Palo Verde High School, Las Vegas, NV

May 2019

GPA: 4.0/4.0

Technical Skills

Programming Languages: C++ (moderate), JavaScript (moderate), Java (moderate), Python (basic)

Libraries, Frameworks; Tools: Node.js (moderate), Express.js (moderate), OpenVR (basic), Android Studio (basic);
Mongoose (moderate), HTML + CSS (basic), GIMP (basic), Git (basic), Blender (basic), Onshape (basic)

Languages: Mandarin (fluent/conversational), Japanese (basic)

- Gold Certificate for Level 1 of National Japanese Exam (2019)
- 2nd Place in the Level 3 Division of a regional Annual Japanese Speech Contest (2018)

Experience and Leadership

BookMark'd Startup Backend Web Developer

Oct. 2019 -

- Developing a progressive web app with one other developer using Node.js + Express.js
- Responsible for maintaining databases of users + products, designing user authentication, and developing a chat system, among others to build the server framework behind the web app
 - Leveraged a variety of 3rd party APIs (Passport.js, Socket.IO, Stripe, SendGrid, etc.)
- Assisted front-end developer with redesigns that better suits client-side JS functionality

Now

Society of Asian Engineers and Scientists ENG Committee Member + Mentee

Sept. 2019 -

- Engages in a proactive community of similarly driven peers also pursuing engineering majors in volunteer and professional development activities
- Collaborated with SASE board members as part of Engineering New Generation (ENG) committee to help plan events such as GBMs as well as man them
 - During our temaki-zushi fundraiser held for SASE Spirit Week, we raised over \$450

Now

Applications of Discrete Structures Teaching Assistant

Jan. 2020 -

- Prepares powerpoint presentations and example problems for brief lecture reviews over core concepts during weekly discussions
- Learns to voice thoughts when housing office hours for any questions students may have

Now

Successful Transition and Enhanced Preparation for Undergraduates Program (STEPUP) Member

June - Aug.

- Built connections and collaborated with 32 other selected peers on projects in a variety of engineering classes, developing technical skills in Blender, Onshape, and Arduino
- Developed a better understanding of an engineer's life at work by touring and listening to several engineering companies (Exatech, Arthrex) and corporate speakers

2019

Projects

Minesweepers

- Final project of Prog. 2 course that uses SFML to make a single player version of Minesweepers with some debugging features and file loading
- Aim is to expand to a multiplayer version, using sockets and packets, as well as include additional features (e.g. the ability to actually sweep mines) and my own graphics

Tic Tac Toe / Four Elements in a Row! (v2)

- Originally was a simple rendition of the Tic Tac Toe game made available in Android app format, playable between two people on a single device
- Ongoing upgrade now expands the theme to that of Avatar and includes a 5 by 5 grid board and additional moves based on Avatar theme, aimed at making the game more engaging

Awards

National Finalist for the U.S. National Chemistry Olympiad Competition, Nationwide (2017, 2019)

National Merit Scholar, Nationwide (2019)

Ronald McDonald House Charities of Greater Las Vegas Scholarship, (2019)

Palo Verde High School Career and Technical Scholarship (2019)