

# Andy Li

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## EDUCATION

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**Bachelor of Science, Computer Science**, May 2017  
College of Science and Engineering, University of Minnesota – Twin Cities

## COURSEWORK

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- Internet Programming
- Machine Architecture
- Operating Systems
- Database Systems
- Algorithms and Data Structures
- Programming Languages
- Software Engineering
- Graphics and Games

## TECHNICAL SKILLS

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**Languages:** Java, Swift, HTML, CSS, SQL, JavaScript, C/C++, Python  
**Operating Systems:** UNIX, Windows, Mac OS  
**Software:** Github, MATLAB, G3D

## WORK EXPERIENCE

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**IT Systems Staff Operator (Field Technician)** – September 2014 – January 2017  
University of Minnesota – CSE

- Resolved hardware, software, and account issues for CSE students and CS faculty
- Installed, deployed, and managed hundreds of computers and servers
- Frequently worked with Ubuntu, Windows, and Macintosh machines
- Assisted in training over 15 new operators
- Wrote scripts to test lab functionalities

## PROJECTS

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**iOS Tracker App** – September 2017 – October 2017

- Designed and programmed an iOS application.
- Created to help construction workers keep track of their items in their projects

**Server Transfers** – Summer 2016 – Fall 2016

- Transferred and/or reinstalled over 30 servers at a new location
- Set up multiple new switches and re-networked the servers

**iOS Unit Circle App** – January 2014

- Created to assist students familiarize themselves with the basics of the unit circle

## VOLUNTEER

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**CoderDojo** – January 2017 – May 2017

- Mentor children between the ages of 8-17
- Introduce and guide children through various coding projects