Zixuan(Irene) Li

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EDUCATION

University of Southern California GPA: 3.90
Bachelor of Science in Computer Science Fall 2018-May 2021
- Viterbi Dean's List Academic Achievement Award

Master of Science in Computer Science Expected Graduation: May 2022

RELEVANT COURSEWORK

School Coursework: Introduction to Computer Systems, Professional C++, Video Game Programming, Data Structures and Object-Oriented Design, Principles of Software Development, Introduction to Algorithms and Theory of Computing, Linear Algebra and Linear Differential Equations, Multivariable Calculus
School Coursework in Progress: Probability Theory, Introduction to Artificial Intelligence, Software Engineering
Online Courses in Progress: Stanford University: Machine Learning by Andrew Ng

TECHNICAL SKILLS

Programming Languages: C++ (major), Java, Python, HTML, CSS, JavaScript, MySQL
Software Packages/Systems: matplotlib, pandas, numpy, PyTorch; Linux, Docker, Virtual Box
Cloud Computing: Google Book API, Google Map API, Google Graph API, Google Cloud SQL

WORK EXPERIENCE

Course Producer(Undergraduate TA)/Teaching Assistant
Work closely with professors for holding office hours, grading assignments, and in-class discussions.
- Introduction to Computer Systems Aug 2020-Present
- Professional C++ Aug 2020-Present
- Data Structure and Object-Oriented Design Sep 2019-July 2020

Undergraduate Research Assistant, Interaction Lab, USC Oct 2019-Present
Goal: Focused on understanding multi-party interaction between groups of people and a robot.
- Wrote scripts to evaluate and visualize the RNN and LSTM model results.
- Wrote documentation and annotation for datasets.

PROJECTS

ProCC Compiler (C++) April 2020
- A compiler that will be able to convert from our ProCC high-level language into the ITP-11 assembly for the virtual machine below.

Virtual Machine (C++) March 2020
- A virtual machine for the imaginary ITP-11 computer system with the Turtle Processing UnitTM. This advanced system features fifteen 32-bit registers, 1 KB of stack space, and 3-bit color graphics.

Parkour's Edge (C++) April 2020
- A first-person 3D parkour game in which players can run, jump, climb and run on walls and collect coins.

Hangman Game (Java) November 2019
- A multi-threading project which supports single/multi-player word-guessing game.
- Users can create/join a game and records will be updated to Google Cloud SQL.

SeCurethatA! (Java Group web project) October 2019
- A website for students to upload their personal information, check out average/overall grade for certain professors/certain courses/certain terms, get recommendations based on search results and receive a notification for any updates.
- My role: code, debug and review the Register page, Login page, Upload page and Details page which displays and updates related information based on user's choice.

Twitter Project (C++) July 2019
- Imitating general Twitter functions including tweet, follow, mention, trending, search in hashtags.