JING WEI LI

Designer, Engineer & iOS Developer

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OBJECTIVE

To obtain a summer internship or an undergraduate research position in the field of computer science, computer engineering or electrical engineering,

EXPERIENCE

Independent iOS Developer

• Designed, programmed and published an iOS App with an Apple Watch counterpart, Beatslytics, to the App Store. The app enables the user to rediscover their music with relevant analytics information about their music library, and is programmed in Swift.

• Currently a registered Apple Developer Program

2018 Mobile Software Engineering Intern

Modernizing Medicine | Boca Raton, FL

- Working as an iOS developer to maintain Modernizing Medicine's two apps, PocketEMA and Telehealth, with Swift and Objective-C. These apps directly improve the lives of more than 160 million patients.
- · Working with the MVVM design pattern using reactive programming techniques.
- Collaborating closely with a Scrum team to facilitate software engineering in a team setting.
- Issue tracking with JIRA & HTTP Debugging with Charles Proxy.

2018 ios Developer

RPI CSDT | Troy, NY

 Worked as an undergraduate researcher to develop iOS apps for viewing 3D models in a classroom setting, using cutting-edge technologies involving

Augmented Reality.

- Adoped core iOS frameworks such as SceneKit & Model I/O for 3D model viewing, and ARKit for the augmented reality experience.
- Designed the UI and UX for the app from scratch.

2017 Graphic Designer

-now Rensselaer Union | Troy, NY

· Apply graphic design skills in creating logos, posters, brochures, and other designs using Adobe Illustrator, Adobe InDesign and Adobe Photoshop. Networked with clubs & organizations to accomodate for special graphic design needs.

2016 AutoCAD Design Intern

Quadlogics Control Corp | New York, NY

- Drafted 10+ AutoCAD schematics of complex electrical products to enable smooth production of electronics.
- Verified 200+ service statuses of electrical products using TeraTerm in order to improve the satisfaction rating of the company.
- Assisted with EE processes such as soldering.

EDUCATION

Rensselaer Polytechnic Institute | 2016 - 2020

B.S. Computer Science & Computer Engineering Dual Major Rensselaer Leadership Award Winner

RELEVANT COURSEWORK

Data Structures, CAD, Calculus I – III, Differential Equations, Physics I - II, Embedded Control, Computer Components & Operations, Electric Circuits, Foundations of Computer Science, Intro to Algorithms & Principles of Software

PROJECTS

2017 Personal Website - Ijw980105.github.io

- Designed a fully-responsive personal website entirely from scratch, using HTML, CSS, JavaScript, ¡Query and ReactJS.
- Reverse-engineered the mobile game 2048 using ReactJS and the MVC pattern. See it in action in the games tab of my website.
- Experience working with Dreamweaver, JetBrains Webstorm and GitHub Pages.

2017 Embedded Control - Fall 2017

- Utilized the SiLabs C8051 microcontroller unit to engineer a series of embedded systems, which include a Smart Car and a Gondola both capable of steering, driving and course correction.
- Gained experience programming the microcontroller using the C programming language, analog to digital conversion, I2 C, PWM and PID control algorithms.

SKILLS

programming languages:

Python, Java, C++, C, Objective-C, Swift & Javascript

engineering skills:

AutoCAD, MatLab, Siemens NX, Embedded Systems, Logic Design, Circuit Design & Arduino

web design skills:

HTML, CSS, Sass, jQuery, ReactJS & Dreamweaver

operating systems:

MS Windows, macOS, iOS, watchOS & Linux

digital design tools:

Photoshop, Illustrator, InDesign & Lightroom



video editing tools:

Premiere Pro, After Effects, Audition & Final Cut Pro

general software tools:

Git Version Control, Adobe Acrobat & Microsoft Office