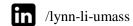
Lynn Li



(856)236-3690





EDUCATION

B.S. Computer Science

Expected May 2022

College of Information and Computer Science

- University of Massachusetts Amherst
 Cumulative GPA 3.62
 - Recipient of
 - o Silicon Valley Computer Science Alumni Scholarship
 - o John and Abigail Adams Scholarship
 - Relevant coursework
 - o Introduction to Problem Solving using Java, Using Data Structures, Programming with Data Structures, Computer Systems Principles, Reasoning Under Uncertainty (probabilistic reasoning/A.I.)

SKILLS

Programming: Java, HTML, CSS, JavaScript, C/C++, Python, Swift, Bootstrap, Angular

Software: Visual Studio Code, Eclipse, Vagrant, JGrasp, Adobe Creative Suite, Microsoft Office

Languages: English, Mandarin (Chinese)

EXPERIENCE

MIT Lincoln Laboratory - Enterprise Collaboration & Web Services

Lexington, MA

UI/UX Co-Op Student Jan 2020 – Present

- Tailor and develop web applications to enhance users' experiences across all mobile and desktop devices
- Debug and improve organization-wide websites using CSS and test-driven methods
- Migrate current user interface from Flash using HTML5, CSS, and Bootstrap

University of Massachusetts - College of Information and Computer Sciences

Amherst, MA

Office Assistant at the Office of Diversity and Inclusion

Sep 2018 – Dec 2019

Promoted growth of inclusion and diversity within community alongside faculty and staff

ACTIVITIES

#freshCICS - Ambassador and Steering Committee Member

Fall 2018 - Present

Collaborated with staff and faculty to ensure best experiences for freshmen in Computer Science

Women in Computer Science (WICS)

Fall 2018 - Present

 Supported and encouraged female peers to succeed in their careers as computer scientists through various activities and discussions

PROJECTS

HackUMass VI - "Find a Missing Kid" iOS App

October 2018

- Competed as a team against 1,000 developers and created a first-of-its-kind iOS app in under 36 hours
- Used IBM Watson Visual Recognition to assist in identification of missing and exploited children in public settings
- Awards and recognition:
 - Social Entrepreneurship Award
 - o Minute Pitch at Isenberg

Connect Four – AI vs Human | Computer Systems Principles

• Built connect four game using C and implemented a functioning AI