Michael Li

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Spring 2021 CS0320 Intro. Software Engineering

Spring 2021 APMA1650 Statistical Inference I

Fall 2020 CS0330 Intro. Computer Systems

Spring 2020 CS0160 Intro. Algorithms and Data Structures

Spring 2020 CS0220 Intro. Discrete Structures and Probability

Fall 2019 CS0150 Intro. Object-Oriented Programming

Spring 2021 MATH0520 Linear Algebra

Education

2019–2023 **Brown University**, *Sc.B*, *Computer Science and Music*, Providence, RI, *ongoing*. GPA: 3.90

Fall 2022 CS1570 Design and Analysis of Algorithms

Fall 2022 CS1300 User Interfaces and User Experience

Fall 2022 CS1805 Computers, Freedom and Privacy

Spring 2022 CS1420 Machine Learning

Spring 2022 CS1470 Deep Learning

Fall 2021 CS1650 Software Security & Exploitation

Fall 2021 CS1730 Design and Implementation of

Programming Languages

2015–2019 High Technology High School, Lincroft, NJ.

Work Experience

Jun-Aug 2022 TIP Software Engineering Intern, Capital One, Chicago, IL.

Led a full-stack intern project to develop an internal tool to assist in generating configuration files/pre-set file structures and reading and writing from databases. Used React and Flask with Python to develop the application, which uses questionnaires and an API to programmatically generate/use configuration data.

Jun-Aug 2021 Machine Learning Intern, Merck.

Used Camelot library to write a Python OCR script that parses data from English and Chinese PDFs into organized Excel spreadsheets. Researched and tested various PDF table extraction tools (Camelot, pdfplumber, Azure Form Recognizer) in virtual Python environment.

Feb 2021- Student Manager, Brown University IT Service Center, Providence, RI.

present Answers IT help tickets and chats as a member of the ITSC at Brown University. Troubleshoots technology used around campus and provides technical support to both staff and students. Manages shifts, logistics, training, and hiring of other technical assistants.

Aug 2020 Website Designer, abacus counselling.

As sole web developer, used React to design and launch a website for abacus counselling, a startup that provides college advising for students in Sri Lanka.

Jul 2020 Website Designer, re:Bloom.

 $Used\ React\ to\ help\ design\ the\ website\ for\ re: Bloom,\ a\ non-profit\ that\ creates\ websites\ for\ small\ businesses.$

Projects

Oct 2022 LOL Outcome Predictor.

Used Tensorflow with Python to develop a deep learning model that can predict the outcome of a League of Legends game based on the characters the players choose. Wrote scripts for scraping and manipulating large amounts of API data, and built a frontend for the application in React.

Apr 2022 Fixing JPEG Artifacts, CS1470 Deep Learning.

Used Tensorflow with Python to develop a convolutional neural network designed to remove blocking artifacts from JPEG images, achieving higher quality than JPEG compression while preserving file size, using peak signal-to-noise ratio (P-SNR) and structural similarity index measurement (SSIM) as metrics.

Apr 2021 **Spothouse**, CS0320 Intro. Software Engineering, https://spothouse-app.herokuapp.com/.

Used ReactJS and Spark Java to create a webapp that allows a group of people to share a Spotify queue. Users search for songs and request to add them, as well as upvote/downvote songs to modify the queue order. The app makes API calls to Spotify to dynamically update the host's Spotify queue with the upcoming song. Users have voting power proportional to the upvotes on their songs.

Nov 2019 ChordConstructor, CS0150 Intro. Object-Oriented Programming.

Used JavaFX to create a program that, given a key and roman numeral selected by the user, displays the appropriate chord on a treble clef staff and plays the chord out loud.

Skills

Programming Java, Python, C, Jenkins, Docker, Flask, Spark Java, AWS, Tensorflow, Unix/Linux, RESTful APIs, Machine Learning, Deep Learning, x86-64 Assembly, React, HTML, JavaScript, CSS, SQL, Racket, Agile, LaTeX, LilyPond

Mathematics multivariable calculus, discrete mathematics, probability, statistics, linear algebra