

Mark Li

mark-li.com
linkedin.com/in/mkli
github.com/marker6275

Email: markli2025@u.northwestern.edu
Phone: +1 (832) 945-8288

Education

Northwestern University

B.S. and M.S. in Computer Science

B.A. in Music

Coursework: Programming Languages, Scalable Architectures, Distributed Systems, Operating Systems

Organizations: VAK Sustainability Lab, NU Ultimate Frisbee, NU Formula SAE, The Waa-Mu Show

June 2025 (Anticipated)

Evanston, IL

Experience

Shure Inc.

Applications Software Development Intern

Jun. 2024 - Present

Niles, IL

- Design and develop a project health dashboard in Typescript and Angular to monitor testing pipeline statuses
- Implement a GraphQL API to query MongoDB collections and display data in a user-friendly interface
- Automated data processing collection, significantly reducing manual effort and streamlining the process to deliver project insights

Northwestern University

Teaching Assistant, Programming Languages (CS321)

Sep. 2023 - Present

Evanston, IL

- Mentor a class of over 70 students providing guidance on course concepts and assignments in Racket PLAI
- Facilitated learning by elaborating on course concepts, and conducting regular office hours

Explore

Full-Stack Developer

Jun. 2023 - Sep. 2023

Evanston, IL

- Developed a web application to serve as a comprehensive resource hub and intuitive graphical user interface tailored for NGO users
- Engineered and optimized 300+ lines of Go code to build a RESTful API for access to a PostgreSQL database
- Designed a responsive user interface in Javascript with VueJS and Tailwind to display information on 25+ NGO opportunities

McCormick School of Engineering, Programming Languages Lab

Research Assistant

Jun. 2022 - June 2024

Evanston, IL

- Generated 40+ contract statements in Racket to evaluate error-tracing accuracy across various benchmarks
- Enhanced 100+ function definitions by integrating custom modalities to assess and optimize the use of contracts
- Created custom modal functions to improve the contract writing process

Projects

Not Bop-It - C

- Developed an original game in C inspired by the classic Bop-It, leveraging the BBC MicroBit and nRF52
- Implemented I2C communication between sensors and the MicroBit to accurately capture user input
- Designed a user-friendly interface to display game instructions and track player scores

Python Redex Model - Racket, Redex

- Modeled Python's behavior and operational semantics using the Redex library in Racket
- Implemented reduction rules and mathematical techniques to accurately simulate Python's computational processes

Beeline - Python, Flask, Remix

- Developed a web application that identifies and displays next available flights for users affected by cancellations
- Implemented Dijkstra's algorithm in Python to prioritize flights by departure time, deployed with a Flask server
- Leveraged the American Airlines API to retrieve live flight data, presenting information through a dynamic and user-friendly Remix frontend

Professional Skills

Technical: Python, C, C++, Java, Javascript, Typescript, Racket, Golang, React, React Native, HTML, CSS, SQL, NodeJS, VueJS, AngularJS

Languages: English, Mandarin, Spanish