

JERRY LI

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EDUCATION

University of Michigan - Rackham Graduate School

Masters of Engineering in Computer Science - GPA : N/A

Graduation Date 2025

Ann Arbor, MI

University of Michigan

Bachelor of Science in Computer Science; Minor in Mathematics - GPA : 3.85

Graduation Date 2024

Ann Arbor, MI

Relevant Coursework:

Introduction to Algorithms, Theory of Algorithms, Intro to Probability, Introduction to Machine Learning, Linear Algebra, Introduction to Combinatorics

TECHNICAL SKILLS

Languages C/C++, Python, Java, JavaScript, HTML/CSS

Tools Pandas, Pygame, Matplotlib, NumPy, Git

EXPERIENCE

IMC - Quant Trader Intern

June 2024-August 2024

- Worked on Delta One Desk
- Analyzed and developed strategies off of NOII signals
- Developed algorithm to process information into usable data for the desk

University of Michigan - Grader

Jan 2023-August 2023

- Grader for Theory of Algorithms class and Linear Algebra class.

Pure Storage - Software Engineering Intern

May 2022-August 2022

- Worked in Flash Array team to optimize efficiency and resource usage during file logging
- Improved the logging process and reduced compressed log file size by 65% and sped up compression by 100%
- Developed a feature to reduce data lost to corruption from system crashes by 95%
- Designed and created a testing framework bringing test time from 1 hour to a few seconds.

Ann Hua Chinese School - Teacher's Assistant

Sept 2018-Feb 2020

- Volunteered as the teacher's assistant for a Javascript/HTML/CSS class of 10 students
- Helped take attendance, grade homework, monitor exams, and solve issues students had
- Supervised the class and lead lectures when the teacher had a 2 month hiatus

PROJECTS

Snake game AI (JavaScript, CSS, HTML)

Mar 2022

- Made the classic Snake game using the React JavaScript library with implemented solver

Chess AI (C++)

August 2022

- Built a chess engine using the Monte Carlo Tree Search algorithm guided by the Upper Confidence bounds applied to Trees(UCT) formula

Ultimate Tic-Tac-Toe Algorithm (Python)

Aug 2021

- Built a variation of the game TicTacToe, where the player competes against heuristic MiniMax algorithm
- Sped up computation time by more than 200% on average via pruning.