MICHELLE LI

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EDUCATION

BS Cornell University, College of Engineering

August 2020 – May 2024

Major in Computer Science | **GPA**: 3.41/4.0

Relevant Courses: Object-Oriented Programming and Data Structures, Discrete Structures, Intro to Backend Development, Multivariable Calculus, Linear Algebra

EXPERIENCE

SciFi Lab

Spring 2021 - Present

Undergraduate Student Researcher

- Designed procedures to determine ground truth to help train CRNN deep learning model
- Developed app using Android Studio in order to randomly sample users' emotions throughout the day
- Collected data to help train the CRNN deep learning model to recognize the seven basic emotions

IT Department, Sanaria

Summer 2019

IT Intern

- Utilized physical computer networking including the creation of patch setup/management of switches for problem solving
- Designed, created, and printed 3D models for laboratory use
- Created website to allow easy access to important company files and databases using WordPress, HTML, CSS, and JavaScript

EXTRACURRICULARS

Association of Computer Science Undergraduates

Feb 2020-Present

- Social Officer
 - Organize 10 social event per semester to promote unity across computer science undergraduates at Cornell
 - Coordinate a semesterly mentorship program that connects over 75 underclassmen with upperclassmen mentors

PROJECTS

Network Paint: Utilizes socket programming and object-oriented design in Java to allow multiple clients to connect to a common server and paint on a singular canvas.

Sudoku Solver: Solves any sudoku puzzle using a backtracking algorithm and includes a GUI for players to play normally.

TECHNICAL SKILLS

Languages: Java, Python, C, C++, SQL, HTML, CSS, JavaScript, Git

Software: Microsoft Office, Photoshop, Eclipse