# Michael Li

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#### **EDUCATION**

# **Carnegie Mellon University**

Expected Graduation: May 2026

- B.S in Computer Science and Statistics & Machine Learning
- Coursework: Parallel & Sequential Data Structures and Algorithms, Imperative Programming, Functional Programming, Linear Algebra, Discrete Math, Artificial Intelligence, Natural Language Processing, Machine Learning, Probability Theory

## **SKILLS**

- Languages: Python, C/C++, Java, C#, Javascript, HTML, CSS, SQL, R
- Frameworks/Libraries/Tools: React, TypeScript, Flask, TensorFlow, PyTorch, Keras, Django, Node.js, Express.js, PostgreSQL, Docker, Git, Figma, Postman, Postico, Unity

#### **EXPERIENCE**

## Machine Learning Intern, Epirus

Los Angeles, CA • June 2024 - August 2024

- Built a modular Python drone simulation from scratch with 2D/3D renderings using MatplotLib and OpenGL; code adopted by the mission modeling team for high-fidelity scenario visualizations
- Designed and implemented a sample-efficient PPO algorithm in PyTorch for engaging unknown drone swarms, with a custom architecture for dynamic observation/action spaces (near 100% accuracy in complex scenarios)

# Software Development Engineering Intern, Beaver Health

Palo Alto, CA • May 2023 - August 2023

- Developed scalable GPT-4 dialogue framework with **React** and **Typescript** to digitize evidence-based health interventions
- Deployed on Google App Engine with Express.js, optimizing infrastructure to reduce latency by 30%
- Backed by National Institute on Aging & Harvard Innovation Labs

## Researcher, University of Victoria

Remote • July 2022 - May 2023

- Coded, trained, and evaluated **Temporal Convolutional Networks** (TCN), **CNNs**, and **LSTMs** using **Keras** and **Tensorflow** to predict COVID outcomes based on U.S. county demographic data
- TCN model outperformed the Center for Disease Control's (CDC) ensemble model by a statistically significant difference
- Published findings as first author in the <u>Journal of Global Health</u>

# Creator & Software Developer, COVIDCatcher

Pleasanton, CA • December 2021 - May 2023

- Implemented a low-cost, multimodal ML-based web app to detect COVID-19 symptoms and coughs using VGG-19 and XGBoost with Python, PyTorch and Tensorflow (over 10,000 lifetime page visits)
- Developed a COVID-19 forecasting dashboard using React, Flask and AWS, providing real-time data for 3,143 counties in the United States

## **Software Developer,** Amador Valley Robotics (AVBotz)

Pleasanton, CA · August 2018 - May 2022

- Developed real-time OpenCV/C++ object detection pipelines integrated with ROS, improving detection speed by 40%
- Designed YOLOv5 and DetNet workflows using PyTorch to automate image annotation (100+ hours of labor saved)

### **PROJECTS**

- **Shipworthy** Engineered a real-time ship simulator using **OpenCV** and **XQuartz**, extracted key data points from video feed to have real steering wheel manipulate physics and movement in Unity.
- Stance Created full-stack web application using Python, Flask, scikit-learn, LIME to detect online hate speech. Developed an NLP classification model and used Shapley values to provide interpretable classifications.
- **Ad Lunam** Engineered immersive **VR** space exploration game using **C#** and **Unity** with procedurally generated planets and asteroid fields. Implemented physics-based flight mechanics and planetary orbits through extensive scripting.
- The Roast Built a daily personalized newsletter generator using React, Python, Flask and PostgreSQL to automatically curate and summarize content from list of sources.

#### **AWARDS & RECOGNITION**

- Hackathons: HackItShipIt 1st Place (Shipworthy), To the Moon and Hack 3rd Place (Ad Lunam), Data Day Grind Best Data Visualization (Stance)
- 2021 & 2022 California Science and Engineering Fair Poster Presenter (COVIDCatcher)
- 2021 & 2022 Alameda County Science and Engineering Fair First Place in Computer Science (COVIDCatcher)
- 2021 & 2022 United States Open Music Competition Showcase Gold Medalist (Piano)