

Justin Li

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Education

Georgia Institute of Technology

Aug 2018 - Current

Bachelor's Degree, Computer Science

► Relevant Coursework: Object-Oriented Programming, Data Structures and Algorithms, Objects and Design, User Interface Design (In Progress), Media Device Architecture (In Progress)

Work Experience

Worldpay

Software Engineer Intern (May - Aug 2019)

Deployed a shell script to upgrade software on company servers. Created a standalone Java client for aggregating logs into a database and integrated the project with a graphing program.

► Skills: HTML, CSS, JavaScript, Spring Boot, InfluxDB, Grafana, Shell Scripting

KTByte Computer Camp

Teacher and Web Developer (Jul - Aug 2018)

Mentored computer science students and developed curriculum for independent courses. Improved upon the company landing page and created a new Press Page.

► Skills: HTML, CSS, Processing

More On LinkedIn

Projects

Brick Breaker Neural Net (May - Jun 2019)

Designed and trained neural nets from scratch to play Swipe Brick Breaker using NEAT (NeuralEvolution of Augmenting Topologies).

<http://bit.ly/swipenn>

Unity Game Development

Dashing Dino (Jul - Aug 2018)

Experimented with 3D design and created an endless obstacle game.

<http://bit.ly/DashingDino>

<http://bit.ly/DashingDinoDesktop>

Tower of Babel (Aug 2017 - Feb 2018)

Designed a 2D exploration game based on the short story, "Tower of Babylon," by Ted Chiang.

<http://bit.ly/TofBabel>

Fat Man (Aug 2017)

Developed a 2D platformer game for Android devices about eating food.

<http://bit.ly/FatManJ>

Skills

Programming

Java, C#, C++, Python

Web Development

HTML, CSS, JavaScript, Node.js, PHP

Version Control

GitHub, Bitbucket, Accurev

Other

MySQL, Unity3D, Shell Scripting

Awards

USACO

Gold Division

LexHack

2nd Place

Activities

Hyperloop (Electronics Team)

GreyHat Club

HackGT 2018

Video Game Development

Rock Climbing

Drawing (Digital and Traditional)

Most Updated Resume Link:

Portfolio Link:

mljustinli.github.io/ResumeJustinLi.pdf

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