Justin Li

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Education

Georgia Institute of Technology   Aug 2018 - Current
Bachelor's Degree, Computer Science
▸ Relevant Coursework: Object-Oriented Programming (in progress)

Lexington High School, Lexington, MA   Jun 2018
▸ Relevant Coursework: AP Computer Science

Work Experience

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

Harvard Smithsonian (Minor Planet Center)
Web Developer (Jun - Aug 2016)
Revitalized the Minor Planet Center website and developed a user-friendly website to allow users to access the MPC database.
http://bit.ly/MinorPC
▸ Skills: HTML, CSS, JavaScript, PHP

Projects

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

Rainbow Fish (Aug - Dec 2015)
Created a fish simulation app for Android devices.
http://bit.ly/RainbowFishJuice

Skills

Programming
Java, C#, C++, Python
Web Development
HTML, CSS, JavaScript, Node.js, PHP
Version Control
GitHub, Bitbucket
Other
MySql, Unity3D

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: mljustinli.github.io/ResumeJustinLi.pdf
Portfolio Link: mljustinli.gitlab.io/project-showcase