Nelson Y. Li

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Objective: To obtain an entry-level position in Software Engineering to grow and learn more on Software Development.

Education

- University of California, Davis
 Bachelor of Science in Computer Science, Minor in Mathematics

 Relevant Coursework:
 - Computer Architecture
 - Programming Languages
 - Algorithm Design and Analysis
 - Database Systems
 - Computer Graphics

- Data Structures
- Software Engineering
- Operating Systems
- Computer Vision
- Theory of Computation

Skills

- Programming Languages: Java, Javascript, HTML, CSS, C++, C, Objective-C, R, MATLAB
- Software: Eclipse, Netbeans, Visual Studio, Visio, XCode, Quartus, Selenium
- Frameworks: AngularJS, TestNG, Bootstrap, JQuery

Professional Experience

Programmer Analyst, Syntel

June 2016 - October 2016

September 2013 - December 2015

- Trained to develop HTML, CSS, Javascript, and Java
- Experienced on Agile software development life cycle methodology
- Exposed to Selenium IDE Testing software

Projects

Personal Website November 2016 – Present

- Developed and designed personal website with HTML, CSS, and Java
- Implemented Bootstrap framework and customized the features provided

Rampart Video Game, UC Davis

January 2015 - March 2015

- Coordinated with a team of eleven other developers to construct Rampart video game application on iOS using Objective-C
- Implemented the building framework that is featured in the game
- Cooperated with a team member to design a graphics mapping algorithm to improve game performance

Central Processing Units, UC Davis

March 2014 - June 2014

- Collaborated with another developer to design multiple types of CPUs using logic circuits
- Designed single cycle, multicycle, and pipelined CPUs that operate on a subset of the MIPS ISA
- Modeled and composed the primary architecture that was used to construct a single cycle CPU

Volunteer Experience

Micro-46 Conference, Davis, CA

December 2013

- Guided researchers to their designated conference rooms
- Monitored and ensured that researchers were able to present their work without any issue