CHENG-YU (OWEN) LI
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EXPERIENCE

Software Engineer Intern (Remote), Idol, Berkeley, California **03/2022 - 06/2022**

- Managed and Implemented video call SDK in JavaScript and HTML, allowing users to video chat through Idol's website.
- Built token server in Golang that distributed and authorized users to gain access to Agora.io server.
- Designed the Idol user portal using React and collaborated with other engineers to achieve a smooth user experience.

Software Engineer, Yuanshan Animal Hospital, New Taipei City, Taiwan **05/2021 - 01/2022**

- Created an interactive website in HTML, CSS, and JavaScript that received over 10,000 views.
- Designed vibrant graphics and combined aesthetic for the professional website with Adobe Illustrator 2020 and Adobe Photoshop 2020.
- Upgraded web formats that optimized traffic and loading time by 15%.

Software Engineer Intern, Usun Technology co. ltd, Taoyuan, Taiwan **06/2018 - 08/2018**

- Collaborated with Japanese company to develop user-friendly robotic arm operating system in Visual Basic for clients to adjust the setting and control the autonomous equipment.
- Implemented movement codes for the Kawasaki robotic arm using AS language (Kawasaki's E -series programming language).

RELATED PROJECTS

Othello Minimax A.I – JavaScript | CSS | HTML
Github: https://github.com/rachelphan1508/Othello

- Developed an AI that plays against the user in the game of Othello using minimax algorithm with object-oriented programming, resulting in a program that spits out the best move that is six moves ahead.
- Analyzed and designed the heuristic function that evaluated the game board to strategize and optimize the machine's moves, resulting in a 35% increase in wins.
- Implemented alpha-beta pruning algorithm, reduced 25% of the average runtime.

The Game of Animal – C++
Github: https://github.com/owenbebebe/AI---The-Game-of-Animal

- Construct a C++ program that used state-space search to guess the animal that the user is thinking by asking a series of questions in the database, questions being the states.
- Implemented tree-node structure that performs DFS that export and import the database in a text file.

Weather Forecast – C++
Github: https://github.com/owenbebebe/Naive-Bayesian-Classifier

- Developed a machine learning program using Naïve-Bayesian algorithm that predicts the weather by typing in key attributes.
- Analyzed and gathered over 10,000 attributes from local nursery in an arff file, allowing the program to classify the outcome with tree-node structure.

RELATED SKILLS

Computer: C++, JavaScript, Python, HTML, CSS, SQL, R, Go, Prolog, Assembly
Language: Mandarin (Native), English (Native), Japanese (Fluent)

EDUCATION

Bachelor of Art, Ohio Wesleyan University, Delaware, OH **08/2018 - 12/2022**
Major: Computer Science
Related Courses: Data Mining and Machine Learning, Algorithms Analysis and Design, Operating Systems, Database Systems, Theory of Computation, Artificial Intelligence

RELATED ACHEIVEMENTS

- First place winner of Danison 32nd Annual Spring Programming Contest
- Second place winner of 2021 Global Hacks Hackathon
- 2018 VEX Worlds Robotics Competition Crown Award
- 2018 The Harvey School National Mathematics Contest 3rd place