Richard Li

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EDUCATION

Bachelor of Science in Computer Engineering, Purdue University   Aug 2024 - May 2028
- Current GPA: 4.0 / 4.0
- **Relevant Coursework**: Data structures and Algorithms; Signals and systems; Microprocessor Systems And Interfacing; Digital Electronics; Probabilistic Methods
- **Organizations**: (Skinapse Labs) Machine Learning @ Purdue, Artificial Intelligence in Music VIP

WORK EXPERIENCE

R&D Engineering Intern, Fujikura, America Fujikura Ltd (AFL) - Westford, MA   Jun 2025 - Aug 2025
- Engineered Laser diode driver prototype: personally manufactured, developed, tested, and presented a successful working prototype of new product 24-fiber multi-fiber visual fault locator (8-fiber MT Tracer Source; STM32 MCU; USB protocols) under supervision of Principal R&D Optical Engineer.
- Demonstrated working functionality, specifications, and quality control (FCC safety regulations pass) in presentations to Product Manager and to the entire company branch (+30 attendance in-person + remote).
- Progressed product development cycle by 1 phase, delivery passed proof-of-concept stage.
- Gained strong analytical skills for datasheet analysis and implementation into design software; learn industrial use of git and bitbucket

Cleaner, Safety, Parking, Kimball Farm - Westford, MA   May 2025 - Jun 2025
- Responsible for cleaning, stocking, and safety of customer cafeteria and parking lots, and customer service.
- Communication with customers (~1000 daily); gained interpersonal communication skills

EXPERIENCE AND LEADERSHIP

Design lead, EPICS (Engineering Projects in Community Service):   Aug 2024 - Present
- Spearhead test-bench creation for debugging custom PCBs, including full integration testing.
- Led key administrative duties for team of 5 other students in realistic working environment (documentation, GANTT charts, responsibility management, troubleshooting, goal setting).
- Prototyped and 3d-printed arduino housing and programmed camera-sensor feedback code.

Frontend Lead, Boilermake 12 Hackathon: Feb 2025
- Lead project on visualizing CSV tables displayed in card format.
- Developed and programmed frontend and encouraged team members.

PROJECTS

End-to-End Statistics Screen:
- Engineered frontend (react js) and backend (Firebase datastore, auth, functions) of ai-integrated game-like 'self status screen' . Uses repeated live voice transcription to summarize user behavior, characteristics, stats.
- Live deployed on firebase with guest log-in. Try it on my website-projectLog!

Visualized neural network:
- Engineered front end (I/O using HTML, CSS, JS) using python prototypes to create a visual neural network
- Created custom feedforward and back-propagation algorithms, visualized.
- Live deployment onto Huggingface spaces.

Raspberry PI AI Camera:
- Used Raspberry Pi 5 with M.2 HAT+ AI accelerator compute module and Camera module to create a deployable front end (React) and backend server (Python) that displays a websocket live-video feed with synchronous real-time AI Object detection (Ultralytics ncnn).

TECHNICAL SKILLS

- Languages: Python, C, C++, Java, MATLAB, Javascript, Typescript, HTML, CSS, React
- Libraries: tensorflow, pytorch, numpy
- Hardware: STM32 embedded systems, circuit design, SPICE, Kicad, PCB design, SystemVerilog, Solidworks