­­­­­­­­­­ **RUI MING LI**

[li.ruim@northeastern.edu](mailto:li.ruim@northeastern.edu) | 510-599-2838 | Boston, MA | [linkedin.com/in/ruiming-li-2020](http://www.linkedin.com/in/ruiming-li-2020)

**EDUCATION**

**Northeastern University, Khoury College of Computer Science May 2024** *Bachelor of Science Candidate in Computer Science*  GPA: 3.74/4.00

* Coursework: Object Oriented Design | Computer Systems | Foundation of Data Science | Fundamentals of Computer Science 1 & 2 | Foundations of Cybersecurity | Discrete Structures | Mathematics of Data Models

**SKILLS**

Technical: Java | Python | Racket | C++ | JavaScript | HTML | CSS

Software: IntelliJ | Eclipse | Java Swing | NumPy | Pandas | Seaborn | Sklearn

**PROJECTS**

**Animation** ***Mar 2022 – Apr 2022***

* Created a model, view, and controller to display animations using custom shapes
* Designed and implemented a model to represent an animation
* Implemented a textual view output rendering my model in a human readable format
* Utilized Java Swing to produce buttons that allow the user to start, pause, resume, restart, increase or decrease the speed, and loop the animation
* Produced a textual description that is compliant with the popular SVG file format
* Generated an animation programmatically

**Data Science and STEM Salaries** ***Mar 2022 – Apr 2022***

* Analyzed

**FreeCell Solitaire Game** ***Jan 2022 – Mar 2022***

* Constructed a FreeCell Solitaire Card game in Java using object-oriented design principles, such as polymorphism, inheritance, and encapsulation
* Designed user interface to sort shuffled cards by suit in ascending order
* Manipulated file systems using input streams to read scripts as user input and write output to files

**BridgIt Game** ***Nov 2021 – Dec 2021***

* Developed cooperative game in Java where the first player to create a bridge across the board wins
* Implemented Breadth-first search algorithm to determine the winning player of the game
* Directed and collaborated team to maximize productivity and efficiently build the game

**Rube Goldberg Design *Mar 2021 – May 2021***

* Organized a project focused on developing a Public Service Announcement informing the public about staying healthy and thriving during the COVID-19 pandemic using a music-based Rube Goldberg machine
* Incorporated 4 Arduino Spark Fun Kits designated for different purposes as stages in the Rube Goldberg
* Authored a technical report to disseminate results to software engineering & development community

**WORK EXPERIENCE**

**Northeastern University - Asian American Center Intern *Jan 2021 – Present***

* Collaborate with 35 other interns to host weekly events for the Asian American Community; fostered student exploration of social identity, and empowered student leaders
* Publicize weekly news article regarding current events surrounding the Asian-American Community

**Russel J. Call Children’s Center - Teaching Assistant *Sep 2021 – Dec 2021***

* Facilitated a safe and nurturing environment for 40 children to thrive and develop through exploration
* Interacted with children in a consistent, reasonable, and appropriate way where children were provided with an opportunity to express their feelings

**Apollo Education Center - Academic Tutor   *Aug 2016 – May 2020***

* Mentored 90 elementary, middle, and high school students on their Math and English assignments by providing one-on-one tutoring to ensure academic success and mastery of the material
* Trained new volunteers by providing shadowing opportunities and feedback on their tutoring skills to ensure the efficiency of services

**LANGUAGES, INTERESTS, AND CITIZENSHIP**

**Languages:** Fluent in Cantonese, and Mandarin **Interests:** Game Design | Ice Skating | Fashion **Citizenship:** US

describe a time where you were in a group environment and things were not going as planned what did u do to get the group back on track

describe a time where you did not understand an assignment what did u do so that you were able to complete it