

# Arthur Li

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EDUCATION	<b>University of Illinois at Urbana Champaign</b> <i>B.S. Computer Science &amp; Math</i>	<b>May 2018</b>
EXPERIENCE	<b>S&amp;C Electric Company</b> <i>Mobile Development Intern</i> <ul style="list-style-type: none"><li>Lead in development for an app to communicate and automate operations with S&amp;C embedded devices</li><li>Integrated custom libraries and Salesforce API</li><li>Designed workflow for multithreaded functions</li></ul> <b>Mad Lab Industries</b> Software Engineer Intern <ul style="list-style-type: none"><li>Lead in prototyping the Aerocell portable air pillow pump station with LCD touch screen interface</li><li>Constructed mini quad copters with GPS tracking and PID controller</li><li>Organized team of professional Engineers to construct hovercraft</li></ul> <b>Closing Bid</b> <i>Software Engineer Intern</i> <ul style="list-style-type: none"><li>Developed Craigslist data scraper with jsoup html parser library for Java</li><li>Coded parts of website with PHP</li></ul>	June 2015 – August 2015 Alameda, CA  June 2014 – August 2014 Aurora, IL  June 2014 – August 2014 Chicago, IL
ACTIVITIES	<b>International Collegiate Programming Contest</b> <i>Co-President</i> <ul style="list-style-type: none"><li>Lead meetings to teach numerous programming algorithms</li><li>Organized Programming Competition 2015 sponsored by Dropbox</li><li>Organized tryouts and weekly practices for ICPC Team for regionals</li><li>Member of Regional Team</li></ul>	January 2015 – Present UIUC
PROJECTS	<b>ScavAR (Project at WildHacks)</b> <i>1<sup>st</sup> Place at WildHacks &amp; Best use of Braintree API</i> <ul style="list-style-type: none"><li>Augmented reality scavenger hunt on mobile devices that renders 3D models for multiple users compete for highest score</li><li>Implemented Augmented reality component with Vuforia Unity API</li><li>Created Custom 3D models</li></ul> <b>Pokemon Showdown on Android (Project at BoilerMake)</b> <ul style="list-style-type: none"><li>Android client app to play competitive Pokemon</li><li>Allowed players to play with players with the android app and existing Pokemon Showdown web app</li><li>Implemented servers with Pokemon Showdown open sourced code</li><li>Communicated with servers with web sockets</li></ul> <b>Simply Paper (Project at MHacks V)</b> <ul style="list-style-type: none"><li>Web Application that converts website designs to html/css code with preview of website design</li><li>Implemented computer vision with OpenCV python library</li></ul> <b>Cellular Lock (Project at Boilermake)</b> <i>Best Use of Twilio API</i> <ul style="list-style-type: none"><li>Smart Lock controlled with digital systems</li><li>Implemented text to lock communications using Twilio API</li></ul>	November 2015    October 2015   February 2015  October 2014
SKILLS	<b>Computer Languages</b> <ul style="list-style-type: none"><li>Java (Intermediate), C#, HTML5, CSS/CSS3, C++, C, Python, PHP, SQL Server</li></ul> <b>Development Software</b> <ul style="list-style-type: none"><li>Eclipse (Intermediate), Android Studios (Intermediate), Github (Intermediate), SourceTree(Intermediate)</li></ul> <b>Languages</b> <ul style="list-style-type: none"><li>Chinese(Working Proficiency), Spanish(Functional)</li></ul>	
MISC	<b>Hobbies</b> <ul style="list-style-type: none"><li>Competitive Super Smash Bros Melee: Mains Marth</li><li>Chess: Queens Gambit and King's Indian All Day</li></ul>	