

LI SHEN

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Education

Texas A&M University – College Station, TX

May 2025

Bachelor of Science in Computer Science, Minors: Visualization & Mathematics

GPA: 4.0

Craig and Galen Brown Engineering Honors

Relevant Coursework: Data Structures & Algorithms, Discrete Structures, Software Engineering Foundations, Differential Equations, Linear Algebra, Designing for the Web

Experience

Nike

June 2024 – August 2024

Software Engineering Intern

Beaverton, OR

- Led the end-to-end implementation of custom **Okta Authentication** for secure access control and open authorization in Apache Pinot. Leveraged **Java**, Apache Helix and Minion, Apache Zookeeper, and Swagger, while managing version control with **GitHub**, resulting in enhanced security within the open-source ecosystem.
- Developed integration tests with **Mockito**, validating **REST APIs**, ensuring confident deployment of critical changes, and ensuring seamless integration and future-proofing of new code updates.
- Delivered strategic recommendations for enterprise adoption of open-source software, aligned with Platform Readiness Objectives.

TAMUhack

May 2022 – Current

President, Lead Creative Director

College Station, TX

- Established a intercollegiate hackathon identity through branding and marketing initiatives, resulting in a ~20% Fall and ~35% Spring increase in applicants and a 61% increase in attendance from underrepresented identities in tech in 2023.
- Directed design and development, delivering 3 TAMUHack registration and information website, each garnering 4000+ visits.

RF-Lambda

June 2023 – August 2023

Project Management & Software Intern

San Diego, CA

- Engineered a software platform using scrum, providing analytical insights on project workflows and identifying 7 bottlenecks in ongoing projects. Initiated meeting with CEO and Project Manager, establishing a plan to mitigate issues based on metrics.
- Collaborated with MTC Systems to coordinate development of RF-Lambda's SAP Module for product returns, strategically optimizing customization based on existing core framework capabilities, completed 2 weeks ahead of deadline.

Projects

Slice | Winner of Best General, Best Innovative, Best UI/UX @ CodeRed 2024

February 2024

- Developed a real-time multiplayer web browser game based on "Fruit Ninja" using NextJS, OpenCV, and **TensorFlow** for sign language recognition, allowing users to compete with and grow their ASL skills.
- Utilized React and Firestore for data management, and created art, animations, and assets with p5.js, CSS, HTML, and Tailwind.

Runtime | Winner of Best UI/UX @ HackTX 2023

October 2023

- Created a multi-player competitive programming Next.js web game using **Firebase**, Monaco Editor, and Chakra UI to help programmers overcome the computer science barrier of entry. Used OpenAI API for AI hint-giving features and added assistance.

PathSync | Full Stack Developer

June 2023

- Built an analysis-targeted project management web app using **JavaScript, Next.js./Tailwind (HTML & CSS)**, streamlining operations with a transparent audit trail, detecting project bottlenecks.
- Beta launched application within a month of ideation, managing data storage with **Prisma, Axios**, and **PostgreSQL**, logging 32 first-time users, 300 tasks created, and 36 projects initiated ranging from personal tracking to joint manufacturing tasks.

Personal Website | Front End Developer & Designer

- Created reactive website with **Framer Motion**. Used **Figma and Adobe XD** to craft visually engaging wireframes and assets.

Skills

Programming: Python, Java, C++, C, SQL, Javascript, Typescript, HTML, CSS, TailwindCSS, JavaFX, SassScript

Technologies: React, Svelte, React Native, Git, Next.js, PostgreSQL, Firebase, AWS, Linux, Ubuntu Server, Latex, Microsoft Project, JIRA, SDLC, Node.js, Object Oriented Programming (OOP)

Digital Design: Figma, Adobe XD, Adobe Creative Suite, Illustrator, Photoshop, Wire-framing, UI/UX, User Research & Strategy

Leadership / Extracurriculars

AI4ALL

Fall 2023 – Present

- Worked in a team to create an AI based project focusing on decreasing product misinformation by detecting AI generated reviews.

Product @ TAMU | Head of Design

Fall 2023 – Present

- Established A&M's first product organization, managing marketing/branding initiatives, resulting in **30+** new active members.

MSC ALOT | Group Leader

Fall 2021 – Spring 2024

- Organized MSC's annual Cultural Leadership Festival, showcasing **8** underrepresented cultures on campus, with an attendance of **300+** participants, increasing student body appreciation for diversity and inclusion.