

Shuyang Li

I want to use technology, design, and data-driven decisions to enhance the lives of individuals, build urban communities, and cultivate trust within societies.

Experience

Palantir

07/16 – Present

Software Engineer

- Build and deliver multiple products to clients across industries using Java and Typescript (React/Redux)
- Directly contribute to winning enterprise contract with client by owning development and delivery of new product capabilities
- Coordinate systems design and feature development across product teams to support advanced analytics and monitoring workflows
- Communicate directly with users to support workflows, design new features, and identify product shortcomings

Apple

05/14 – 08/15

Software Engineering Intern

- Prototyped, developed, and released multiple internal products on iOS and macOS to improve software quality, using Objective-C, Ruby, Python, and JavaScript
- Contributed to user interface and user experience design for multiple internal products
- Released over 50 bug fixes across multiple Apple frameworks powering iOS and macOS

University of Notre Dame

08/14 – 05/16

Teaching Assistant

- Tutored over 250 students in computer science concepts for Fundamentals of Computing I, Script-Based Programming, Data Structures, and Theory of Computing
- Designed course content and assignments for Theory of Computing and Script-Based Programming

iCeNSA

03/14 – 05/15

Undergraduate Research Assistant

- Developed multiple Android and web applications for healthcare monitoring and condition prevention using Java, PHP, MySQL, and JavaScript

Education

University of Notre Dame

08/12 – 05/16

B.S. *summa cum laude*, Computer Science

- Collaborated with the Office of the Provost to create Curricular Practical Training program to sponsor work authorization for international students
- Created student safe ride program and mobile app with Notre Dame Security Police and Office of Information Technologies
- Created career prep program for undergraduate CS majors with Notre Dame Career Center and Department of Computer Science and Engineering
- Advised Department of CSE on undergraduate curriculum reform
- Initiated creation of introductory Computer Science course for undergraduate student body
- Represented undergraduate student body on University Academic Council, University Council for Academic Technologies, and College of Engineering Industry Advisory Council

Skills

Software Engineering: Full-Stack Development, User Interface Prototyping, System Design

Languages: Mandarin Chinese; Java, TypeScript, C, Ruby, Python

Art/Design: Design Thinking, Photography, Typography