

Jielin (Terry) Li

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EDUCATION

Carnegie Mellon University

Pittsburgh, PA

B.S. in Information Systems, Minor in Computer Science, Software Engineering

Aug 2021 – May 2025

- GPA: 3.79 / 4.0 (Dean's List with honors for all semesters)
- Relevant Coursework: Principles of Software System Construction, Foundations of Software Engineering, Software Engineering For Startups, Application Design and Development, Database Design and Management

EXPERIENCE

CMU Computer Science Department

Pittsburgh, PA

Software Engineer Intern

Sep 2022 – Jan 2023

- Collaborated with Prof. Touretzky to develop an interactive knowledge graph web application that visualizes the relationships among USA regions using JavaScript, integrating data from RDF triplestore database
- Incorporated Cytoscape.js to facilitate real-time selection, panning, zooming, and dragging of graph elements and Cola.js to automatically balance the the nodes and edges for visually appealing network layout
- Developed an algorithm to enable geographic location identification through click recognition on map images and navigation tool for easy traversal of parent, children, and sibling nodes with a history feature

Teaching Assistant (17-214/17-514: Principles of Software System Construction)

Jan 2023 – May 2023

- Led weekly recitations and office hours supporting 150+ students in software design and development in Java

PLUS - Personalized Learning Squared

Pittsburgh, PA

Software Engineer Intern

May 2022 – Aug 2022

- Transformed design team's Figma prototypes into 10+ responsive web pages in Agile environment for startup rebranding using HTML, CSS, JavaScript, Bootstrap, and jQuery, resulting in 20%+ web traffic

PROJECTS

FreshForever | *TypeScript, MongoDB, Express.js, React.js, Node.js, GitHub, Amazon Web Services*

- Led a team of 4 in building and launching a cloud-based fridge inventory management web app that tracks food freshness, reduces waste, and promotes sustainability, and grew user base to 700+ in first month
- Managed development lifecycle from ideation to release using GitHub for collaborative planning, issue tracking, and CI/CD; delivered key features such as automated expiration email notification, food waste statistics, and user login

Santorini Online | *Java, Apache Maven, TypeScript, React.js, JUnit*

- Engineered a web-based santorini game of client-server architecture using Java for backend and React.js for frontend; constructed and visualized object-oriented system design using UML class diagrams
- Implemented modular, extensible, and reusable game logic using design patterns (Template Method, Decorator, Strategy) for easy integration of customized rules, and achieved 100% test coverage with JUnit

TopicViz | *Java, Google Cloud Natural Language API, Chart.js*

- Created Java based text entity analysis framework that processes text data using Google NLP service and generates visualizations of topic frequency with Chart.js, supporting various article data extraction plugins like NYTimes

TECHNICAL SKILLS

Languages: JavaScript/TypeScript, Java, HTML, CSS, SQL, Python, StandardML, C, Ruby

Frameworks and Libraries: Node.js, Express.js, React.js, Rails, Bootstrap, jQuery, Cytoscape.js, Flask, Django

Developer Tools: REST API, PostgreSQL, MongoDB, Docker, AWS, Git, Visual Studio, Git Action, macOS