# Terry Li

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## Education

**Carnegie Mellon University** Aug. 2021 – May 2025
*Bachelor of Science in Information Systems, Minor in Computer Science (GPA: 3.79 / 4.0)* *Pittsburgh, PA*

## Experience

**Software Engineer Intern** Sep. 2022 – Jan. 2023
*Carnegie Mellon University School of Computer Science* *Pittsburgh, PA*

- Worked on a project under Prof. David S. Touretzky to visualize knowledge graph of USA geo divisions data
- Created and maintained RDF Triplestore database on CMU server using Terse RDF Triple Language
- Built knowledge graph website from scratch using JavaScript, Cytoscape.js to visualize data queried by SPARQL
- Developed navigation tools to allow users to easily explore and interact with data using bootstrap and jQuery
- Documented and refactored the codebase to ensure it's easy to extend for future contributors

**Software Engineer Intern** May 2022 – Aug. 2022
*PLUS - Personalized Learning Squared* *Pittsburgh, PA*

- Led the redesign and implementation of the company's new website in Agile environment, resulting in a 50% increase in website traffic and engagement, as well as helping the company to rebrand
- Worked independently to turn design team's Figma prototypes into 10+ functional responsive web pages using HTML, CSS, and JavaScript, jQuery, and Bootstrap
- Acted as the main point of contact between the design team and management, iterating designs to incorporate feedback and ensure the website accurately reflected the company's brand and values

**Teaching Assistant** Jan. 2023 – Present
*Carnegie Mellon University School Of Computer Science* *Pittsburgh, PA*

- Served as TA for the most popular software engineering course in CMU: Principles of Software Construction: Objects, Design, and Concurrency, and lead weekly in-person recitation classes of size 20+
- Answered questions on Piazza for over 150+ students and providing additional support during office hours
- Assisted in grading assignments and exams, provided feedback on students' work to help them address concerns.
- Collaborated with the instructor and other TAs in weekly meetings to address issues arose during the course

## Projects

**Text Analysis Framework** | *REST API, Google Cloud, Java, maven, TypeScript, npm, Chart.js*

- Created black-box text analysis framework that processes text data and generates visualizations of topic frequency
- Implemented data extraction plugins for NYTimes Most Popular API, Wikipedia Daily Feed API, and Guardian API using Java, allowing users to extract text data from these sources
- Developed data display plugins using Chart.js to visualize entity analysis performed by Google Cloud NLP API

**Santorini Game** | *Java, TypeScript, React.js, NanoHTTPD, JUnit*

- Developed extensible full-stack web app game with Java as the backend and React.js as the frontend
- Designed multiple layers of abstraction using object-oriented design and design patterns with UML
- Implemented god cards and AI player, allowing for a more dynamic and challenging gameplay experience.
- Wrote JUnit tests for core components to ensure the stability and reliability of the game's functionality

**YouTube Database** | *Python, SQL, PostgreSQL*

- Re-engineered simplified version of early stages of YouTube database to explore database development lifecycle
- Defined 10+ user stories and derived relational model, functional dependencies for simulated database
- Implemented normalized simulated PostgreSQL relational database and achieved user stories using SQL, Python

## Technical Skills

**Languages**: Java, JavaScript, HTML5, CSS3, SQL, TypeScript, Linux Shell, Python, SML, C
**Frameworks**: Bootstrap, JQuery, JUnit, React.js,
**Developer Tools**: Git, Visual Studio, Git Action, Postgres, Google Cloud Service
**Libraries**: Cytoscape.js, Cola.js, Chart.js