Miranda Li

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EDUCATION

University of California San Diego *Expected: June 2023*

B.S. Computer Science *Major GPA 3.8*

SKILLS

Programming Language*:* C++, C, JavaScript, Java, Python, R, HTML, Assembly Language

Tools/Technologies*:* Linux, Android Studio, GIT, GitHub, JUnit, Espresso, Robolectric, Zenhub

PROJECTS

ZooSeeker—Android Mobile Application | Android Studio/Java *Mar 2022 - Present*

- Designed and coded Android Mobile Application for San Diego Zoo in an Agile environment utilizing a behavior-driven development (BDD) approach.
- Utilized pair programming approach to ensure high-quality code.
- Using JgraphT API to generate an optimized route based on user-selected favorite animals.
- Followed Single Responsibility and Open-Closed Principles and Model-View-Presenter design pattern.

Compressed and Uncompressed files | C++ *Jan 2022 - Feb 2022*

- Constructed Huffman coding tree structure to compress/uncompress files.
- Used Huffman coding tree structure to encode the file by byte, and included header file to decode the compressed file.

Undirected Weighted Graph | C++ *Feb 2022 - Mar 2022*

- Connected the given cities and distance between each of them into undirected weighted graph.
- Implemented basic functions of the graph to find the shortest distance between each city.
- Found the shortest weighted/unweighted path.

H1N1 in 2009, Birth Rate & Death Rate | Python *Jan 2022 - Mar 2022*

- Investigated H1N1 (2009)'s effect on birth/death rate based on a large data set collected from multiple countries over 21 years.
- Used python's pandas/Numpy/Seaborn for data cleaning, analysis, and visualization.

RELATED COURSEWORK

Software Engineering | Advanced Data Structure | Software Tools and Techniques in Linux | Algorithms and Systems | Theory of Computation | Programming and Computational Problem Solving | Components and Design Techniques for Digital Systems | Digital Systems Laboratory | Data Science in Practice