YOUNG LI

(408) 859-1338   ylli2@illinois.edu

github.com/usipeus   linkedin.com/in/usipeus   usipeus.github.io

43492 Southerland Way, Fremont, CA 94539 (home)   904 W. Green St, Urbana, IL 61801 (school)

Objective   An internship in software development that utilizes my communication skills.

Education   University of Illinois at Urbana-Champaign
Bachelor of Science in Computer Engineering, December 2017
GPA: 3.42/4.0

Courses

Computer Systems Programming	Analog Signal Processing
Discrete Structures	Power Circuits and Electromechanics
Computer Systems and C Programming	Principles of Technical Communication

Employment

Oct 2015 –
Dec 2015

Engineering IT Student Consultant
Maintained UIUC's engineering lab computers and printers
Assisted full-time IT staff in providing tech support for students and faculty
Effectively resolved technical issues using verbal and written communication

Activities

Aug 2015 –
present

IEEE TAG-Circuits
Currently designing and building a laser-powered guitar in a team of seven
Learned soldering and basic circuit design including filters, op amps
Simulated circuits with LTspice
Designed PCBs with EAGLE

Aug 2014 –
present

Midwestern Robotics Design Competition, team ILLINIhilation
Collaborating with more than twenty peers in the electrical and programming teams
Controlled the robot with Chibi RTOS on a Teensy microcontroller
Operated multiple processes asynchronously using semaphores and mutexes
Coded controls in C++ and processed controller input with C#
Competed against more than forty teams and placed fifth in March 2015

Sept 2010 –
present

Software Development Skills

Languages:	C, Python
Tools:	Linux command line, Git, Subversion
Other:	Wrote documentation for the GNOME Project

Interests

Technical:	Open source and free software, technical writing, Linux, low level programming, video game engines and graphics, embedded programming
Other:	Video games, bass guitar, rock and metal music, astrophysics, fantasy novels