Bin Li

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OBJECTIVE

Bridge the gap between software development and operation with DevOps and automation

EDUCATION

B.S. IN COMPUTER SCIENCE

COLORADO STATE UNIVERSITY | 2023-2024

GPA: 3.55

ASSOCIATE IN SCIENCE

IRVINE VALLEY COLLEGE | 2020-2022

GPA: 3.93

IOS ACCELERATOR BOOTCAMP

KODECO INC | SPRING 2023

• Learning iOS development allows me to shift to Android development smoothly if necessary

COURSEWORK

JAVA PROGRAMMING
PYTHON PROGRAMMING
SOFTWARE DEVELOPMENT WITH C++
OPERATING SYSTEM
SOFTWARE ENGINEERING
DATABASE SYSTEMS | IN PROGRESS
INTRODUCTION TO DISTRIBUTED
SYSTEMS | IN PROGRESS

MY TECH STACK

• Git, GitLab, cmake, bash scripting, Linux commands
• JavaScript (advanced), NodeJS, Express, Angular, ReactJS, Redux
• Python (beginner-level), Java (intermediate-level), C++ (intermediate-level)
• AWS, Firebase, Docker
• JUnit, React testing library
• UDP, TCP, HTTP and Socket programming using Socket.IO

EXPERIENCE

- Engaged in scrum-based, semester-long teamwork of developing a large, complex full stack project. For each sprint, we went through sprint planing, creating backlog, daily scrum, release, sprint review, and made an increment. For each code change, we create an issue and feature branch, pull request, and eventually get merged. So, we had never broken the main branch. As a team of five members, we had varying performance, commitment, and ways of doing things. We experienced distrust, discontent, made mistakes, but passed through and ended up with a fruitful semester. I even keep communication with other two members after this course.

- Mentored students how to code at local community college. Besides bringing me extra money, mentoring also prompts me to consider how to explain techs and knowledge to others. Moreover, I realized the importance of teaching students to explore new knowledge and solve problems independently.

PROJECTS

TRIP SCHEDULER WEBSITE | REACT| JAVA

- This is a geographic website and our team worked on it during the whole semester of CS314 Software Engineering course. It was a scrum-based teamwork simulating the real software developing scenario and acts like an internship. In each scrum, we added to it features such as searching places, adding places, calculating distances, and optimizing the total distance. I did the front end, wrote testing, and built API.

NASA MISSION CONTROL WEBSITE | EXPRESS| MONGODB

- This is a full stack project and I built the back end part. Beside server and database, I also wrote code to test API, learned build pipeline in GitHub Action, create Docker image, and deployed it on AWS.

GITLAB-CI-PROJECT | GITLAB | AWS | DOCKER

- It creates the pipeline that takes every commit and deploys it to AWS s3. It gets me familiar with yml file to define pipeline and interact with AWS programmatically.

ITERATION-PROGRAM | C++

- This project demonstrates how to write a custom iterator of a list of instance objects in C++. Beside writing C++ code, I learned cmake file and compilation on Linux machine.

LINKS

GitLab: https://gitlab.com/users/vieri2in/projects
GitHub: https://github.com/vieri2in
Portfolio NASA Mission Control: http://54.219.135.6:8000/launch
Portfolio e-Commerce Project: https://melodious-custard-eb1104.netlify.app/
LinkedIn: https://www.linkedin.com/in/bin-li-b2a86520b/