WAI YING (ANGIE) LI

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EDUCATION

University of California, Davis (Cumulative GPA: 3.70) – Davis, CA
B.S. in Food Science Major and Computer Science Minor – expected graduation in June 2017

RELEVANT COURSEWORK

- Database Systems
- Data Structures and Programming
- Algorithm Design and Analysis
- Software and Object-Oriented Programming

TECHNICAL SKILLS

- Programming: Proficient in Python, C++, C#; Familiar with C, PostgreSQL
- Software: Unity3D Game Engine, R Studio, Photoshop CC 2014
- Operating Systems: Windows 10, Linux

PROJECTS

Cliffhanger (Team project), Davis CA   *October 2016*

- A 12-hour game jam project for the Game Development and Arts Club at UC Davis
- Led the game design and assigned tasks to team members
- Coded the throwing of projectiles and the strength meter in C#
- Animated and designed graphics using Unity and Photoshop CC 2014

Tilt the Snake (Personal project)   *July 2016 – September 2016*

- A snake game for Android and iOS devices
- Incorporated mobile devices' accelerometer into gameplay
- Designed graphics using Photoshop CC 2014
- Used Facebook and Google AdMob API
- Used Google Play Developer's Console to submit application

Pong (Personal Project)   *June 2016 – July 2016*

- A classic pong game for Android devices
- Used ray-casting to implement a two-player multi-touch feature
- Worked with Unity's physics

OTHER EXPERIENCE

Food Sensory Innovation Lab Intern, Davis CA   *January 2015 – July 2016*

- Investigated sensory differences between two different kinds of rice flour using the tetrad test
- Performed data analysis using Excel and R to perform statistical tests like ANOVA and binomial test
- Trained new interns in data analysis and daily lab routines

UC Davis Residence Hall Mail Staff, Davis CA   *September 2014 – Present*

- Process packages and deliver letter mail on a daily basis
- Address missing packages and any other mail-related concerns with other staffs
- Keep track of package inventory weekly