HOLLY LI

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OBJECTIVE: To obtain a full-time position in Software Engineering.

EDUCATION

Carnegie Mellon University Pittsburgh, PA

M.S. Computer Science (Computational Biology)

AUG 2014
MAY 2016
(EXPECTE)

Honor Department Merit Fellowship (Tuition Scholarship)

Selected Courses | J2EE Web Application Development | Java for Application Programmers| Data Structure for Application Programmers | Mobile Service Innovation | Introduction to Machine Learning | Advanced Web Design | Mobile Service Innovation | Programming for Scientists | Client-Side Web Technologies | Introduction to Computer Systems | Introduction to Network Science

Sun Yat-sen University Guangzhou, China

SEP 2010
JUN 2014

B.S. Biological Science

Honor BEST SOFTWARE tool project and GOLD AWARD in 2013 iGEM (International Genetic Engineering Machine) world competition held in MIT, Boston (SYSU-Software team member)

WORK EXPERIENCE

Philips Briarcliff Manor, NY

MAY 2015
AUG 2015

Research Intern of Clinical Informatics Solutions and Services(CISS)

Developed machine learning algorithms to analyze clinical data to identify genetic mutations caused for medicine resistance in bacterial and validated the correlation of results by statistical methods.

Jitsun Software Technology Guangzhou, China

JUN 2014
AUG 2014

Front-End Developer

Designed graphic mockup for an Android app website. Translated of the UI/UX wireframes to actual code with high fidelity to build flexible and responsive webpages using HTML, CSS, JavaScript.

SELECTED PROJECTS

Social Network (Deployed on AWS EC2)

Developed both front-end and back-end features of a dynamic website with several interactive features involving e-mail verification, users following stream, push wall, notification, message system, real-time update based on Django framework using HTML, CSS, JavaScript, AJAX, MySQL.

Generalized Data Mining Platform (Team Project)

Implemented front-end elements using HTML, CSS, JavaScript and back-end algorithms using Python and Java of an interactive data mining web platform supporting user upload based on several machine learning algorithms and visualized the data results at the front-end using D3.js.

Whack a Mole Game

Designed and developed a whack-a-mole Game in Java supporting customized difficulty and fields using multithreading and built the graphic user interface using Java Swing and AWT GUI Components.

Contact Management System

Implemented a dynamic personal contact management web app with consistency across all platforms that support address map marking, user avatar and profile editing function using JQuery, AngularJS, lightweight HTTP server and local storage to protect user privacy while storing all the information.

SKILLS

Programming

Python
Java
Ruby
Perl
SQL
Go
C#
R
PHP
CSS
HTML
JavaScript
Matlab
Shell

Tools

Git
MySQL

Web Development

node.js
D3.js
Bootstrap
LESS/SASS/SCSS
AngularJS
AJAX
jQuery
Ruby on Rails
Django
backbone.js

UI Design

Photoshop
Illustrator
Sketch