# Zhijian Li

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**Interests**

**Cyber Security:** Code Auditing, Penetration Testing, Vulnerability Testing, Digital Forensics, Cryptography

**Artificial Intelligence**: Machine Learning, Robotics

**Education**

**Georgia Institute of Technology, Atlanta, GA (Junior)** *August 2014 - May 2018*

* Candidate for Bachelor of Science in Computer Science
* GPA: 3.0
* Java, Python, VBA, HTML, CSS, JavaScript, C, Excel

**Acton Boxbourough Regional High School, MA** *July 2010 - June 2014*

* GPA: 3.9

**Skills**

* Combinatorics, Intro to Algorithms, Computer Systems and Networks, Dynamic Web Design, Object and Design
* *Languages:* Java (3 years), html/css/js (1 year), angular (1 year), bash (1/2 year), unix-based systems (2 years)

**Experience**

**SteelThread, Dulles, VA** May 2016 – August 2016

**Web Development Team**

* Added to and helped maintain company’s web products
* Created dynamic, functional web prototypes, worked on both frontend and backend
* Functional testing with protractor

**Randstad, Billerica, MA** May 2015 - August 2015

***Filtration Team Intern***

* Analyzed data on filters using excel
* Wrote VBA Scripts to handle and format large groups of data
* Used Java to create filtration animation as an application for consumer use

**Undergraduate Research, Atlanta, GA** *September 2015 - Dec 2015*

***Approximate Computing - Assistant Researcher***

* Audited code to find ways to approximate calculations
* Measured the performance of an algorithm before and after approximation

**Projects** *January 2015 - present*

**Github:** https://github.com/zbolmb

**Processor:** Created virtual 32 bit processor consisting of a datapath, micro-sequencer

**GBA:** Using C to code Game Boy Advance games. Utilized DMA (Direct Memory Access) for graphics

**Fluid Dynamic Simulation:** Implemented fluid dynamic algorithm into an interactive GUI using Java

**M.U.L.E:** Created a video game in Java using the AGILE development process

**Malloc:** C Code that maintained a free list and dealt with resizing and returning free spaces of memory

**Activities and Awards**

**Programming Team** *September 2014 - present*

* Solve Programming problems and look at previous problems from competitions
* Compete in daily competitions housed by nearby universities

**WebDev Club**

* Work with html/css/js along with angular/bootstrap and outside APIs to create dynamic websites

**Competitive Badminton** *January 2009 - present*

* Competed on the national level