# Zhijian Li

950 Marietta St Apt 2017 • 978-495-2989 • zhijianli@gatech.edu • U.S. Citizen

**Interests**

**Artificial Intelligence**: Machine Learning, NLP, Computer Vision, Robotics, Data Mining, Deep Learning

**Education**

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

* Candidate for Bachelor of Science in Computer Science
* Intelligence and Theory Threads
* 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**

* Machine Learning (Supervised Learning, Unsupervised Learning, Randomized Optimization, Reinforcement Learning, parameter tweaking, preemptive, lazy algorithms)
* Proof Based Linear Algebra, Proof Based 4000 level Combinatorial Analysis
* Combinatorics, Intro to Algorithms, Computer Systems and Networks, Dynamic Web Design, Object and Design
* *Languages:* Java (3 yrs), C# (1 yr), html/css/js (1 yr), angular (1 yr), bash (1/2 yr), unix-based systems (2 yrs)

**Experience**

**Capital One, McLean, VA** June 2017 – August 2017

**Data Engineer**

* Currently in progress

**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

**Archhacks**

* Created risk stratification algorithm to predict risk of certain diseases given data on a patient
* Utilized Python and scikit-learn

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

***Filtration Team Intern***

* Wrote VBA Scripts to handle and format large groups of data
* Created a java GUI that simulated filtration with fluid dynamic algorithm (Lattice-Boltzmann)

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

***Approximate Computing - Assistant Researcher***

* Audited handwriting recognition (OCR) 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 in logisim

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

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

**Activities and Awards**

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

* Solve Programming problems and look at previous problems from competitions

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

* Competed on the national level