

Zecheng Li

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Seeking 2020 Software Engineering Summer Intern

EDUCATION

University of San Francisco, San Francisco, CA

Expected Graduation: Dec. 2020

B.S. in Computer Science

Major GPA: 4.0

TECHNICAL SKILLS

Programming Languages: Swift (advanced), Java (Intermediate), JavaScript (Intermediate), C (Intermediate), Objective-C (Intermediate), Python (Intermediate), SQL (Intermediate), Groovy (Intermediate)

Website Design: HTML/CSS (advanced), Photoshop (Intermediate), Sketch (advanced)

WORK EXPERIENCE

Inko. Inc, (Tattoo App) San Francisco, CA

Dec. 2018 – Dec. 2019

IOS Developer

- Evaluated technical tradeoffs of every decision and worked with design on the best UI and infrastructure practices
- Experienced in various architectures such as MVC, Singleton, Delegate and Notification patterns
- Worked on UIKit, Core Animation, GCD, Core Data, Core Location and Objective-C Framework for the app
- Created readable, well-crafted, maintainable code that can be applied to IOS applications throughout the organization
- Got 1k active daily users and 2 ~ 4 transactions per day on the platform

University of San Francisco, San Francisco, CA

Aug. 2019 – Dec. 2019

Teaching Assistant of Computer Architecture

- Attend weekly meetings with course staff to discuss improvements of the course
- Hold weekly office hours where students might get help on homework, labs and any course concepts
- Help the professor write test cases for each class project

Yunnan Rural Credit Cooperatives, Yunnan, China

June 2019 – Aug. 2019

Intern of Information Technology Department

- Created a highly reusable module to aggregate and order the data of the number of opening an account in the sub-branch of the bank in excel by using library xlwt in python
- Improved the efficiency of the streamline process of information registration from 70% to 90% (WeChat mini-programs)

NOTABLE PROJECTS

Trade (Online marketplace and clothing reseller website)

Nov. 2019 - Present

- Experience in React JS framework to develop the SPA
- Implement JQuery, Ajax for asynchronous communication with server providing better user experience
- Use agile software development methodology on Spring framework.
- Execute unit test cases of self-developed modules

Google App Scripting (Openprise)

Aug. 2019 – Dec. 2019

- Created Utility classes to call out REST based Google App Script and perform table scraping from URL via Google Sheets
- Built microservices with Micronaut using the utility to call bulk data in parallel to get data back from the App Script

Furniture Recommendation App

Jan. 2019 - June 2019

- Used ARKit to build unparalleled augmented reality experience for users and let them interact with furniture
- Created UI testing, unit testing, (XCTest) for testing
- Experienced in performance profiling with Instruments on Xcode

Ticket Purchase Web Application

Mar. 2018 - May 2018

- Developed a dynamic and interactive website that allows users to purchase tickets and view purchasing history by utilizing: Jetty, Velocity
- Experienced with MySQL