JEREMY LI

Full stack
software engineer
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COURSEWOK

GRADUATE

Cloud Computing (15619)

Computer System (15213)

Computer Graphic (15662)

UNDERGRADUATE

Data Structure

Computer Networking

Operating System

J2EE Development

Signal Processing

SKILLS

PROGRAMMING

Proficient:

Python, C, C#, Java

Familiar:

C++, Javascript, Nodejs,

Ruby on rails, PHP,
HTML/CSS

TOOLS

3D Modeling:

Maya, Zbrush

Version Control:

Source Tree, Perforce

Game Engine:

Unity3D, NGUI,

Unity Analytics

DATABASE

MySQL, HBase

EDUCATION

CARNEGIE MELLON UNIVERCITY

Master of Entertainment Technology (SCS)

Aug 2013 – May 2015 | Pittsburgh, PA

DALIAN UNIVERSITY OF TECHNOLOGY

Bachelor of Software Engineering

Sep 2009 – June 2013 | Dalian, China

WORKING EXPERIENCE

SeaShells Education, Software Engineer Coop

Dec 2014 – now | Pittsburgh, PA

Working as full stack game developer on an educational app

Working on reading recognition, game play and server

Carnegie Mellon University, Pipeline Teaching Assistant

Aug 2014 – Dec 2014 | Pittsburgh, PA

Manage all the input device of the Building Virtual World class

Device: Kinect, Oculus Rift, Google Tango, Leap Motion, etc

LIGHTINTHEBOX.CO, Backend Engineer Intern

Aug 2012 – Dec 2012 | Beijing, China

Developed mailing service with java and JSP of main website

Managed all the database

ACADEMIC PROJECT

Twitter Data Analysis Web Server, CMU Cloud Computing Final Project

Fall 2014 | CMU, Pittsburgh

Web service to query a 200GB Twitter dataset using AWS

Used EC2 instances in front end and MySQL and HBase for backend database

Computer System Projects, CMU 15213

Spring 2014 | CMU, Pittsburgh

Wrote a UNIX shell console with C to do jobs control and I/O redirection

Wrote a general-purpose dynamic storage allocator in C

Implemented my own malloc, free, realloc and calloc functions

Projectile with Electronic Arts, CMU - ETC

Fall 2014 | CMU, Pittsburgh

Created a First Player Shooting game on a new platform, android controller

Implemented the gameplay, in-game UI with Unity3d