

ANNA LI

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EDUCATION

Master of Science - User Centered Agile Development Sep 2021 - Apr 2023

The University of Michigan - Ann Arbor, Ann Arbor, MI, USA

Coursework: Web Design, Computer Game Design, Building Interactive Applications, AR/VR Advanced, Introduction to Interaction Design.

Bachelor of Science - Electronic and Computer Engineering Sep 2018 - Aug 2022

Shanghai JiaoTong University, Shanghai, China

Coursework: Introduction to Artificial Intelligence, Introduction to Computer Organization, Data Structures and Algorithms, Computer Networks, Introduction to Cryptography.

TECHNICAL SKILLS

Programming Language: C, C++, Matlab, Python, Go, PHP, Vivado, Unity

Web Technologies: : HTML5, CSS3, JavaScript

Tools & Databases: : MySQL, Kubernetes, Django, Docker, Git, AWS

PROFESSIONAL EXPERIENCE

Bilibili Co., Backend Software Engineering Intern Shanghai, December 2020 – May 2021

- Worked on APIs and performance of web-based applications used in TV with **Go**.
- Formulated Databases as **MySQL**, **redis**, implemented in distributed computing platform Kratos with **REST APIs**.
- Mastered the skill of working and coding in teams with **Git** and usage of **docker**.

RESEARCH PROJECTS

Application of Kubernetes in Edge Computing System (Group) SJTU, Jun 2021 – Now

- Designed and established an Edge Cloud Computing system based on **Kubernetes** with **Go** and **C** to connect the mobile terminal to 5G base station when the network is down.
- Implemented and tested based on **KubeEdge** and **Free5GC**

PROJECTS

[Figure Setting of Chainsaw Man](#) Oct 2021 – Dec 2021

- Designed and developed a static website with **HTML**, **CSS**, and **javascript** that introduce figure setting and relationships of the main characters in Chainsaw Man.

2D Zelda Game Dungeon(Group Project) Jan 2022 – Feb 2022

- Re-implemented 2D Zelda Game Dungeon with **Unity** and **C#**.
- Developed a sustainable structure which is easy and flexible for message transporting.
- Produced over 4 types of weapons, 5 types of enemies ,over 10 different rooms and creative extra mechanism with component inheritance.

Gravity Reverse Ball Game Feb 2022 – Feb 2022

- Developed and Designed a platform adventure game, in which a ball could reverse its gravity with **Unity** and **C#**.

Online Ads Forum Sep 2021 – Dec 2021

- Developed an online Advertisement forum that enables users to log in, post, and like other's posts with **Django** in **Python** and **SQLite** for database.
- Reimplement the UI with **bootstrap** in **HTML**, **CSS**.

News Sharing Site Jan 2022 – Feb 2022

- Developed an online static website that enables users to log in, register, post and like other's posts with **PHP** and **MySQL** for database.
- Implement the UI in **HTML, CSS** which is sent by **PHP**.

Simple Twitter

Apr 2020 – May 2020

- Developed a word-based twitter with **C++**, which enables multi-players to post, delete their twitters, and like/comment on other's twitters.

Interstellar Parking Lot

May 2019 – Aug 2019

- Implemented a parking lot that enables various vehicles to automatically park into the suitable place with **OpenGL** in **C++**.

Multiplayer Uno Game

May 2019 – Aug 2019

- Implemented text-based uno game for multiplayer in **C++** based on **linked list**.
- Re-implement all of the original function, including reversing, skipping, banning etc.