

ANDREW LI

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EDUCATION & HONORS

Colgate University - Hamilton, NY

Expected Graduation: May 2027

Bachelor of Arts, Major in Computer Science, Minor in Applied Math

GPA 3.67/4.00

Relevant Coursework: Data Structures and Algorithms, Intro to Computer Systems, Computational Statistics, Mobile Development, Applied Cryptography, Linear Algebra, Calculus II

Additional Activities: QuestBridge Treasurer, Chinese Interest Association Treasurer, Bouldering, Origami

TECHNICAL SKILLS

- **Languages:** (Proficient in) Java, Python, C, Kotlin (Familiar) JavaScript, HTML/CSS, R, SWIFT
- **Frameworks/Tools:** Google Firebase, Git/GitHub, React Native, Node.js, Docker (familiar)
- **Areas of Interest:** Software Engineering, Cybersecurity, Algorithm Design, Mobile Development
- **Speaking:** Chinese (proficient)

EXPERIENCE

IT Intern - Elevated Renovations LLC, New York, NY | *June 2025 – August 2025*

- Built a **React + Node.js dashboard** to visualize real-time environmental data, achieving **85% consumer engagement** in pilot rollout.
- Built ETL data pipelines and standardized documentation, **reducing data collection wait times by 15%**.
- Refactored internal tools to remove redundant code, improving maintainability and reducing debugging time

Media Mentor – Digital Library Media Center, Colgate University | *August 2024 – August 2025*

- Provided academic tech support for 80 students and faculty weekly, ensuring smooth operations of printing systems and media equipment.
- Maintained digital asset management systems, ensuring **reliable storage and retrieval** for research projects.

Outreach Director – Colgate Coders, Colgate University | *August 2024 - August 2025*

- Developed alumni and industry partnerships to expand org resources and career opportunities.
- Designed outreach strategies that **increased underclassmen participation** in tech workshops and conferences.

Lab Teaching Assistant – Colgate Computer Science Department, Hamilton, NY | *May 2024 – December 2024*

- Supported 20+ students weekly in programming labs, reinforcing skills in debugging, algorithm implementation, and systems programming.
- Increased lab performance by 15% through guided problem-solving and one-on-one technical support.
- Mentored students on **code efficiency, data structures, and debugging practices**, contributing to a 90%+ retention rate.

PROJECTS

Walletify – Kotlin (*Nov 2025*)

- Currently building a financial analysis & budgeting app with Jetpack Compose and Android Studio.
- Integrating **Google Firebase authentication + Node.js/Express** for secure login and backend storage .
- Planning on adding in **Plaid API** for live banking data and **GenAI** for chatbot and savings opportunities.

A* Algorithm for Tile Puzzle - Java (*March 2025*)

- Designed and implemented an A^* search algorithm to efficiently solve an $n \times n$ **tile puzzle**, minimizing moves required
- Developed a **heuristic-based approach** using **Manhattan distance** and utilized **priority queue-based search** to optimize search efficiency and decision-making.
- Gained hands-on experience with **graph traversal, state-space search, and optimization techniques**.

ARM Assembly Simulator Project - C (*Dec 2024*)

- Built a simulator to **fetch, decode, and execute assembly instructions**, printing full system state after execution.
- Gained experience in **low-level programming, memory handling, and instruction set design**.

NY Times Spelling Bee Project - Java (*Feb 2024*)

- Created a Java version of the NYT Spelling Bee using **OOP** concepts (abstraction, encapsulation, and polymorphism).
- Implemented randomized word sets and **dictionary-based validation** for gameplay accuracy.