Andy Li

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EDUCATION

New York University   **Graduation Date - May 2026**
BA in Computer Science & B.A. in Data Science   *New York, NY*
- GPA: 3.8/4.0 | Relevant Coursework: Operating Systems, Fundamentals of Machine Learning, Predictive Analytics, Algorithms, Data Structures, OOP, Principles of Data Science, Database Management, Discrete Math, Linear Algebra

WORK EXPERIENCE

Fortinet   **June 2024 - September 2024**
Machine Learning Software Intern   *Sunnyvale, CA*
- Created an **AI-powered chatbot** with **Retrieval-Augmented Generation (RAG)** on internal documentation libraries
- Built backend for a natural language interface that returned summarized documentation and a link to the original doc
- Utilized Langchain, OpenAI, and PostgreSQL within the software architecture of the backend schema

High-Speed Research Network   **September 2024- Present**
Software Engineer   *New York, NY*
- Created a **Console Server** that can interface between NYU's high-speed and Verizon's 5G networks
- Utilized a Raspberry Pi to create a console server **over 90% cheaper** than similar devices available on the market
- Designed a **Python Shell** that gives users an intuitive UI more accessible than the CLI for access to connected devices

PROJECTS

AutoGO | *[Source Code](#)*   **Python | Arduino**
- Created an automated Go (Weiqi) board, winning the Gunther Georgi Award - **First Place Overall** in NYU Tandon
- Implemented a built-in **AI opponent** that sent commands through serial using the **GNUGo AI engine**
- Designed a 2D Cartesian movement system that moved pieces on the board using an electromagnet

Hoops-Seer | *[Source Code](#)*   **Scikit Learn | Pandas | SQLite**
- Created a **logistic regression** model to predict the outcome of NBA games using both recent and historical data
- Used feature engineering to create advanced metrics that predict games with an **AUROC of 0.82**

AWARDS

- **Gunther Georgi Award** - First place overall in the NYU Tandon Rapid Assembly Design (RAD) Competition
- **NYU Data Science Expo** - First place in the NYU Data Science project competition for Hoops-Seer
- **Global Conference for Educational Robotics** - First Place Overall (2019) Third Place Overall (2022, 2023)
- **Frank Livermore Trust Scholarship** - Scholarship for leadership excellence as an Eagle Scout (2023)

LEADERSHIP & EXTRACURRICULAR ACTIVITIES

Tech@NYU Startup Week   **September 2024 - Present**
Lead Web Developer/ Hackathon Organizer   *New York, NY*
- Organized **NYU Startup Week**, a multi-day event that connects hundreds of students to startup founders in New York
- Mentored multiple junior developers in industry best practices for creating production-level websites

NYU Robotic Design Team   **August 2023 - August 2024**
Software Engineer   *New York, NY*
- Utilized Realsense cameras to create heatmaps/occupancy grids with **computer vision**
- Integrated data clouds into the robot's **pathfinding algorithm** using NAV2 and ROS for **autonomous locomotion**

Eagle Scout   **January 2016 - Present**
Senior Patrol Leader   *Palo Alto, CA*
- Voted **unanimously** into Senior Patrol Leader, the highest leadership position a Scout can hold
- Organized weekly troop meetings, monthly camping trips, and annual multi-week High Adventure backpacking trips

TECHNICAL SKILLS

Programming Languages: Python, C, C++, Java, TypeScript, React, SQL, JavaScript/CSS/HTML

Data Science/DB Management: PostgreSQL, Database Management, Machine Learning, Pandas, Matlab, Scikit Learn

Frameworks/Libraries: PyTorch, OpenAI, Langchain, Huggingface, Git, AWS, Linux