Jace Li

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EDUCATION

Columbia University (Anticipated) May 2025
BA in Computer Science, BA in Neuroscience and Behavior
GPA: 3.77/4.00
Honors: Dean's List

PROFESSIONAL EXPERIENCE

Software Engineering Intern, Full-Stack May 2023 – Aug 2023
Ad Astra Information Systems

- Placed in **agile** team to build and deliver new SaaS product from the ground up using event-driven, microservice-based, serverless architecture using **AWS (Lambda, DynamoDB, CloudWatch)**
- Addressed production bugs and implemented performance improvements using **Jira Kanban** for triage and prioritization, utilizing **CI/CD** pipelines for rapid iteration and low lead time
- Implemented new microservices, accessed via **REST API**, to allow users to access and manage their data via web app
- Developed new features on **React** front-end, including Unit Tests with **Jest**, using new and existing API endpoints
- Eliminated 9-hour processing delay between **DynamoDB** and **Snowflake**, allowing for real-time updates of client data
- Created helpdesk widget, using **JWT** for authentication, iterating directly with stakeholders in Product team

Research Assistant, Computational Neuroscience Full-Time: May 2022 – Aug 2022
Columbia University, Zuckerman Institute 20 Hours/Week: Sep 2021 – Present

- Project Title: Action-Specific Dissecting of the Basal Ganglia: from the Classical Model to Diverse Action-Specific Subcircuits
- Researched structure and signaling of the basal ganglia, especially during the learning and performance of motor actions
- Implemented **Machine-Learning (Support Vector Machine, Convolutional Neural Network)** solutions in **Python** for video- and data-based behavior classification, calcium imaging analysis, and axonal brain mapping
- Built data analysis pipelines in **MATLAB**, used by 20-30 researchers. Identified and resolved algorithmic inefficiencies in previous methods, reducing total runtime per dataset from >30 minutes to <10 seconds
- Prepared publication-quality data visualizations, with co-authorship in 3 research papers

PERSONAL PROJECTS

ZeroNote *zeronote.net*

- Serverless note-taking web app
- Technologies: **TypeScript, React, AWS (Lambda, DynamoDB, S3)**

Evangel

- Single-player Roguelike Space Strategy/RTS game in active development
- Project initiator and leader for team of 3, leading weekly standups
- Responsible for game design and feature planning
- Technologies: **C#, Unity**

RELIC Community Web Tool *project-wot-cyno.vercel.app*

- Serverless web dashboard that queries the *World of Tanks* API for information on players in *World of Tanks* gaming community
- Hosted on **Vercel** for **CI/CD**
- Technologies: **Typescript, React, Astro, Vercel**

SKILLS

Programming Languages: TypeScript, JavaScript, Java, C#, Python, MATLAB
Frameworks & Databases: React, Astro, AWS (Lambda, DynamoDB, S3, CloudWatch), Snowflake, JWT, Unity, MySQL, MongoDB
Others: Machine Learning, Unit Testing, Git, Jira, Agile, Team Leadership, Project Management

ACTIVITIES AND INTERESTS

League of Legends Team Manager 09/2021 – Present
Columbia Esports

- Coordinated tryouts for competitive teams
- Organized socials and team-building events for competitive teams

Bass Singer 09/2021 – Present
Columbia University Collegium Musicum

Interests: Homebrewing, cooking, gaming, science fiction, art, music and singing