Xinran (Holly) Li

(412)277-1397 | lixinran1992@gmail.com | xinranli.github.io| Visa-status: H1-B

SKILLS

- **Programming Languages:** Javascript, Typescript, XML, HTML, CSS, Python, Java, SQL, Hive, bash, PHP, Go, Git
- **Web Development:** AngularJS, Angular, Redux, React.js, RxJS, Bootstrap, Maven, Semantic UI, Hibernate, LESS, jQuery
- **Web Framework and Tools:** Spring Boot, AWS, Node.js, Django, couchbase, docker, JUnit, Protractor, Selenium, Jasmine

WORK EXPERIENCE

Electronic Arts (EA) — Redwood City, CA
Software Engineer, EA Digital Platform – Data Team — Aug 2016 - Present
- Full-stack web developer of EA Unified Messaging platform, a product that enables EA game studios to deliver customized messages and push notification to millions of players and manage player relationship in order to maximize game profits.

Philips Research — Briarcliff Manor, NY
Research Intern — May 2015 – Aug 2015
- Analyzed clinical data and large set of specific DNA sequences in Python to identify genetic caused for antibiotic medicine resistance in bacterial and validated the correlation of results by statistical and machine learning methods.

PROJECTS

EA Unified Messaging System — Aug 2016 – Present, EA
- Developed main features of EA's Unified Messaging Platform, a messaging service driven by real-time data which enables EA game teams to deliver personalized in-game messages and push notifications integrated with locale-based translations, third-party advertisements, A/B testing and recommendation system, impacting millions of targeted players across devices and boosting up EA's revenue growth by providing player conversion rate tracking report to gain player insight.
- Worked on customized integration with new game titles and related supports based on different requests from game clients.
- Designed and built new web pages from prototype wireframes. Worked on many key features and components like scheduling, frequency cap, localization, player segmentation, asset management, message template, data visualization, etc using Javascript and Typescript with Redux, Angular2 and Spring boot framework. Tracked with GitLab for version control.
- Implemented back-end API services and database schemas using Spring Boot, MySQL, Hibernate, CouchBase and Redis.
- Wrote unit tests, integration tests, regression tests and end-to-end tests with high coverage for product quality assurance.

Micro Social Network — Feb- April 2015, CMU
- Developed full-stack features of a dynamic social website with optimized features involving e-mail verification, users following stream, picture upload, auto-update feed timelines, notification, message system, profile management based on Django framework using HTML, CSS, LESS, REST APIs, JavaScript, jQuery, AJAX, MySQL and deployed to AWS.

Contact Management System — Feb- May 2016, CMU
- Built a responsive web application of personal contact management system which supports avatar upload, profile setting and address location mapping with Google Maps API, JQuery, AngularJS, lightweight HTTP server and HTML5 LocalStorage.

2D and 3D Game Development — Feb- May 2016, CMU
- Designed and developed a whack-a-mole game with 2D self-designed UI using Java Swing and AWT GUI Components.
- Designed and developed a maze escape game with timer and scoring system with 3D UI and sound using Unity C#.

EDUCATION

Carnegie Mellon University — Pittsburgh, PA
M.S. Computational Biology, Schools of Computer Science — Aug 2014 - May 2016
- Honor: Department Merit Fellowship (Tuition Scholarship)
- Courses: Java for Application Programmers, Data Structure for Application Programmers, Introduction to Machine Learning, Advanced Web Design, Mobile Service Innovation, Programming for Scientists, Client-Side Web Technologies, Introduction to Network Science, Mangement of Software Development for Technology Executives

Sun Yat-sen University — Guangzhou, China
B.S. Biological Science — Sep 2010 - Jun 2014
- Honor: Best Software Tool Project and Gold Award in 2013 iGEM world competition held in MIT; Third Prize Scholarship

PUBLICATION

- Murugesan, K., **Li, X**., Mayigowda, P., Lin, H., Wang, G., Dhand, A., Huang, W., Fallon, J.T. and Dimitrova, N., 2016, February. A Bioinformatics Software Pipeline for Identifying Causal Genetic Mechanisms of Antibiotic Resistance in Bacterial Pathogens. In *LABORATORY INVESTIGATION* (Vol. 96, pp. 398A-398A). 75 VARICK ST, 9TH FLR, NEW YORK, NY 10013-1917 USA: NATURE PUBLISHING GROUP