RUNZHOU LI

Computer Science Student

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SUMMARY

Computer Science student with strong programming and data analysis skills. Experienced in full-stack development, multiplayer game engines, and distributed systems through academic projects and industry internships. Proficient in multiple programming languages and frameworks with demonstrated ability to learn new technologies quickly. Strong analytical mindset with experience in data visualization, statistical analysis, and system optimization. Seeking software development or data analysis positions where I can apply my technical skills and collaborative problem-solving approach.

SKILLS

Languages: Python, C++, Java.

Technologies: Docker, Parallel Computing, OpenGL, Spring Boot.

PROJECTS & EXPERIENCE

03.2025-07.2025 **Thesis Project: Multiplayer Collaboration Plugin for Educational Games** **RWTH Aachen University**
Developed a Godot engine plugin implementing a dual-protocol multiplayer architecture supporting ENet (native) and WebRTC (web) protocols. Created an innovative component-based collaborative object system with real-time synchronization, authority management, and cross-platform compatibility.
`GDScript / Godot Engine / WebRTC / ENet / Node.js / Educational Technology`

03.2025-present **E-Commerce Warehouse – ERP & WMS Developer Internship** **Yunvan GmbH – Köln**
I am currently working on a project to develop an ERP and WMS system for an e-commerce warehouse. My responsibilities include backend development using Java and Spring Boot, as well as database management with MySQL. I am also involved in the integration of various APIs to enhance system functionality. In addition to developing new feature plugins for the company's self-developed WMS system, I focus on automating company workflows by creating automation scripts to streamline tasks. I also provide data statistics and analysis services to support business decisions.
`Java / Spring Boot / MySQL / Automation`

04.2023-09.2023 **Geometry Processing and 3D Printing - Internship**
I participated in plugin development within the OpenFlipper framework, utilizing QT and C++ for implementing geometric data processing in 3D printing. I also developed multiple infill structures, enhancing the structural integrity and material efficiency of printed models.
`C++ / QT / OpenGL`

10.2023-08.2024 **Battery Parameter Simulation and Optimization - Part-Time Consulting**
I provided coding assistance to non-computer science students, facilitating the setup of battery simulation experiments using PyBaMM. I also implemented Sobol sensitivity analysis via SaLib and targeted Bayesian optimization of parameters, and data visualization to effectively communicate findings. Due to the extensive computational demands of the simulation experiments, I further optimized the code for high-performance computing (HPC) environments, significantly enhancing parallel processing capabilities.
`Python / HPC`

04.2020-07.2020 **Java Backend - Internship**
Developing based on Spring and MyBatis.
Focusing on implementing RESTful backend services.
Managing databases, e.g. MySQL, Oracle.

EDUCATION

07.2025 **Bachelor of Science in Computer Science** **RWTH Aachen University**

LANGUAGES

English - C1, **German** - C1, **Mandarin** - native