Dylan Li

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Education

University of Michigan May 2028
B.S.E. Computer Science and Engineering Physics *4.0 GPA*

Experience

Product Studio Member Jan. 2026 - Present
V1 Michigan *Ann Arbor, MI*

- Building **Syllog**, a full-stack strategy builder for prediction markets using **Next.js**, **React**, and **Go** with a visual node-based editor for composing market, logic, and trading workflows and ability to deploy to **Kalshi**
- Integrated **Supabase** authentication and user flows across the app, including protected builder access, browser/server session handling, sign-in callbacks, and authenticated API requests to the backend
- Developed **frontend infrastructure** for strategy configuration, including schema-driven node presets, dynamic form controls, modal pickers for market selection, and responsive portfolio/status UI around the builder experience

Lab Member May. 2025 - Present
University of Michigan *Ann Arbor, MI*

- Researching **Vim-style keybinds** and **action macros** in the Hazel editor to **improve developer efficiency**
- Enhanced Hazel editor usability through resolving bugs and developing **new editor features** in **OCaml**
- Applied **type theory principles** to design and implement core functionality for onboarding project

Student Software Consultant Sep. 2025 - Dec. 2025
Menlo Innovations *Ann Arbor, MI*

- Develop internal payroll system in **Java** to validate employee timesheet submissions and notify missing employees
- Interface with **SQL** databases, **JavaMail API**, and **Java Message Service** to implement timesheet process
- Associated with the Innovation for Impact student software consulting club at University of Michigan

Engineering Captain Sep. 2021 - May. 2025
Pioneer High School FIRST Robotics Competition Team *Ann Arbor, MI*

- Directed a **70-person team** to design, build, and program three robots, **managing the entire engineering process**, coordinating cross-team collaboration, and ensuring timely project completion and success
- **Transformed software stack** by migrating from Python to Java, adopting functional programming practices, and improving odometry precision, computer vision reliability, and motion control accuracy
- Advanced team ranking from **40th percentile to 93rd percentile worldwide** in three years in leadership roles

Projects

Microsoft Imagine Cup - GlitterCode Dec. 2025 - Jan. 2026

- Built **AI-assistant block coding** platform for students; **validated and iterated** features with 8 students and 2 teachers; developed **pitch deck** and **recorded pitch and demo** to explain product, PMF, and GTM strategy.
- Used **FastAPI** backend with **WebSockets** to communicate with **Next.JS** frontend for learning features; integrated **Microsoft Foundry** and **Microsoft AI services** to create four specialized **LangGraph** AI agents.
- Deployed **Docker Containers** for frontend and backend through **Microsoft Azure Container Apps** service.

xAI Hackathon – Grok Lens (selected participant) Dec. 2025

- Built NotebookLM-style **AI-research agent** using Next.js, React, FastAPI, Grok API, LangChain, and Selenium
- Generates podcasts, flashcards, quizzes, and verifiable study guides from any topic; automatically fact-checks claims, draws sources and articles from Grokipedia, and cites references in real time
- Designed and implemented full-stack architecture with dedicated **FastAPI endpoints** calling **Grok APIs** for each study tool and developed **React** frontend components for seamless and consistent user experience

Scrappy Shell May. 2025 - Jun. 2025

- Built a UNIX-style shell in C++ with **custom parsing and execution features**, replicating essential UNIX commands and operators within a functional shell environment
- Strengthened understanding of **operating system interaction** (UNIX commands, process management, file descriptors) and **interpreter design** (recursive descent parsing, lexing)