Aaron Li

COMPUTER SCIENCE · SAN FRANCISCO STATE UNIVERSITY

San Francisco Bay Area

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Education

San Francisco State University	*San Francisco, CA*
B.S. COMPUTER SCIENCE	*August 2016 - May 2020*

- Honors: Dean Honor's List
- GPA : 3.16

Experience

PHOARCHITECTS	*San Francisco, CA*
UX/UI ENGINEER INTERN	*June 2020 - August 2020*

- Lead UX/UI website designer and developer for fast-paced architecture firm
- Developed dynamic and interactive website that ensured high traffic, views and user experience
- Collaborated with the founder to design, structure, and implement new website from start to finish

San Francisco State University	*San Francisco, CA*
COMPUTER SCIENCE TEACHER ASSISTANT (INTRODUCTION TO DATABASE SYSTEM)	*January 2020 - May 2020*

- Held weekly physical and virtual office hours for students has increased students performance by 60%
- Served as a liaison between students and professor
- Reduced 80% of professor's workload from interacting with students

Starbucks	*San Francisco, CA*
BARISTA	*April 2017 - February 2018*

- Memorized over 100+ beverages and served average of 200+ customer daily in a fast paced environment
- Sanitized equipment and the store to keep an hygienic environment
- Provided the highest level of customer service at every shift

Projects

GatorDater

PROJECT LEAD

- Organized and developed an web application to facilitate office hours for San Francisco State University
- Oversaw and established better development practices for team with documentations, milestones, estimated timeline, and team meetings
- Developed the back-end functionalities of sign-up, login, search, and edit
- Used: HTML/CSS, PHP, MySQL

CryptoPal

FRONT-END DEVELOPER

- Built a web-application for individuals to send/request crypto transactions
- Led team of 5 through a moderate pivot, redefining strategy and shifting vision
- Designed and developed front-end while ensuring all front-end and back-end applications are functional to handle new updates
- Used: React, HTML/CSS, Bootstrap, Python, and SQL

League of Legends Dataset

- Analyzed League of Legends Dataset by performing data visualization
- Determined the conditions and factors that impacts one side more than the other in winning the game
- Used: MySQL, Pandas, Seaborn, Python

Tic-Tac-Toe

PROJECT LEAD

- Developed a real time Tic-Tac-Toe web application for competing amongst others
- Developed the front-end and the back-end of the Tic-Tac-Toe board
- Used: JavaScript(React, Redux), HTML/CSS, Java, MongoDB

Skills

Languages	Java, MySQL, PHP, Python, C++
Frameworks	HTML/CSS, Javascript, Bootstrap, React, Swift, Spark