

# KAREN LI

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## EDUCATION | UNIVERSITY OF CALIFORNIA, LOS ANGELES

SEPTEMBER 2015 TO JUNE 2019

- B.S. Computer Science
- Cumulative GPA: 3.95 (Dean's Honors List)
- Honor Societies: Upsilon Pi Epsilon, Tau Beta Pi

## SKILLS AND COURSEWORK

**LANGUAGES** C++, C, Python, Java, JavaScript, Hack, PHP, OCaml, Prolog, Scheme

**SOFTWARE TOOLS** PostgreSQL, Apache Spark, Node.js, Docker, Android, Firebase

**CS 111** Operating Systems | **CS 131** Programming Languages

**CS M146** Machine Learning | **CS M151B** Computer Systems Architecture

## EXPERIENCE | SOFTWARE ENGINEER INTERN FOR FACEBOOK

JUNE 2018 TO SEPTEMBER 2018

- Release Engineering Team

### SOFTWARE ENGINEER INTERN FOR FACEBOOK

JUNE 2017 TO SEPTEMBER 2017

- Built all infrastructure for comment ranking personalization from ground up
- Extracted features from comments and users to use as input for ML models, both in real-time and using data pipelines for aggregate features
- Combined user engagement prediction scores generated from ML models for each comment into personalization scores used for ranking comments
- Ran ranking experiments in production and then analyzed resulting metrics

### JR. WEB DEVELOPER FOR FORTINET

JUNE 2016 TO SEPTEMBER 2016

- Created a new archive for Fortinet's bug reporting database to optimize time required to view entries by splitting data between two databases
- Wrote scripts to correctly insert and remove data between tables of 4M+ entries

## PROJECTS | LOOP-TRADING.COM (JAVASCRIPT, NODE.JS, POSTGRESQL, REACT)

- Textbook trading web app that uses graph theory algorithms to find trade loops
- Implemented live search and back-end APIs to interact with database, deployed app using Docker and AWS, and created front-end user interface using React

### DINESUM (JAVA, ANDROID, FIREBASE)

- Crowdsourcing Android application where users can make requests for informal "reservations" at restaurants that don't take real reservations
- Other users can fulfill those requests in return for a small monetary payment

### RAINBOW RUNNER (JAVASCRIPT, WEBGL, HTML/CSS)

- Vertically scrolling game where the player must dodge randomly generated cubes while navigating a Mario Kart Rainbow Road or Super Mario themed world
- Implemented all computer graphics and game logic from scratch