Kevin Li

likevin.dev

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EDUCATION

University of California, Berkeley — Berkeley, CA
BA in Computer Science and Philosophy, GPA: 3.9 — *Aug. 2018 - May. 2022*

- **Coursework**: Data Structures and Algorithms, Computer Architecture, Linear Algebra, Discrete Math and Probability, Efficient Algorithms and Intractable Problems, Machine Learning, Modal Logic, Philosophy of Language, Philosophy of Science
- **Academic Intern**: CS 170: Efficent Algorithms and Intractable Problems

Stuyvesant High School — New York, NY
Advanced Regents Diploma with Honors, GPA: 4.0 — *Sept. 2014 - Jun. 2018*

- **Coursework**: Software Development, Systems Level Programming, Computer Graphics, Multivariate Calculus

EXPERIENCE

American Chamber of Commerce in Japan — Tokyo, Japan
Technology Intern — *Jun. 2019 - Aug. 2019*

- Built a G-Suite database management application using Apps Script for internal accounting workflow.
- Analyzed 3 years of financial event data to strategize against expected revenue loss due to the 2020 Olympics.
- Worked with chamber executives to redesign the onboarding and orientation process for new members.

Global Coin Research — Brooklyn, NY
Research Intern — *Jun. 2018 - Aug. 2018*

- Researched and wrote articles on token identity management, Ethereum, and the state of blockchain in Asia.

PepTalk Debate — Queens, NY
Co-founder and Web Developer — *Jan. 2017 - Sept. 2018*

- Started and led a resource and mentorship network for the national competitive debate circuit.
- Built a website to facilitate mentor information sharing and coaching using Django and the Google Maps API.

RESEARCH

Scenic — Berkeley, CA
Language-based Scene Generation for Autonomous Vehicles, Sanjit Seshia, EECS — *May 2020 - Present*

- Leveraging process mining techniques to better understand failure scenarios of aggregated vehicle event log data.
- Testing and improving robustness of the Scenic language through it's interface to the CARLA simulator.
- Using Scenic to build example driving scenarios in simulators like CARLA and GTA V.

Gamescrafters — Berkeley, CA
Combinatorial and Computational Game Theory, Dan Garcia, EECS — *Jan. 2020 - May 2020*

- Designed and built prescriptive and normative game analyses for two-person complete information games.
- Constructed efficient hash functions based on tiered position counting and symmetric board arrangements.

EXTRACURRICULAR

- **Berkeley Investment Group**: Learning strategies for value investing and financial modeling in the intern program.
- **Innovative Design**: Managing client communication as VP of Design Services, and leading a web design team.
- **Sigma Eta Pi**: Expanding community outreach efforts from Berkeley's premier entrepreneurship society.
- **Worth Ryder Art Gallery**: Installed, facilitated, and promoted student and faculty art exhibitions as an intern.
- **Mission San Jose HS Debate**: Ran weekly practices as head coach of a nationally competitive 15-member team.

SKILLS

- Python, Django/Flask, Java, C, SQL, JavaScript, HTML/CSS, Illustrator, Figma, Autodesk Maya, Rhino 3D

INTERESTS

- Tennis, Volleyball, Bossa Nova, the Beatles, Painting, Graphic Design, Poker, Tetris