Kevin Li

likevin.dev

kevinli35@berkeley.edu
(917) 863-2309
linkedin: kevinkevin-li

Education

- **University of California, Berkeley** — Berkeley, CA
  BA in Computer Science and Philosophy, GPA: 3.9 — *Aug. 2018 - May. 2022*
  - **Coursework**: Computer Programs, Data Structures and Algorithms, Linear Algebra, Computer Architecture, Discrete Math and Probability, Efficient Algorithms and Intractable Problems, 3D Modeling and Animation
- **Stuyvesant High School** — New York, NY
  Advanced Regents Diploma with Honors, GPA: 4.0 — *Sept. 2014 - June. 2018*
  - **Coursework**: Software Development, Systems Level Programming, Computer Graphics

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 an organization to help under-resourced debaters find mentorship and information networks across the national competitive debate circuit, specifically leading and building up the Northeast network.
  - Built a Django website for the organization, using the Google Maps API for tournament mentorship matching.

Research

- **Gamescrafters** — Berkeley, CA
  Combinatorial and Computational Game Theory, Dan Garcia, EECS — *Jan. 2020 - Present*
  - Building and designing prescriptive and normative game analyses for two-person complete information games.
  - Counting game positions and symmetric board arrangements to construct efficient hash functions.
- **NOME Modeling and Development** — Berkeley, CA
  CAD Software for 2-manifold Free Form Structures, Carlo Séquin, EECS — *Jan. 2020 - Present*
  - Writing software for progressive geometric sweeps for arbitrary free-form 3D curves in the NOME program.
  - Modeling knots around various n-sided anti-prisms and analyzing knot topology and construction.

Projects

- **Graphics Engine**: A graphics generator (Python) with lighting, shading, animation, and a compiler for an MDL.
- **Painting Sound**: An interactive painting installation using openCV to generate visual projections and music.
- **Gitrunner**: A 3D remote-controlled octocat game (Java) using webcam image processing and color recognition.

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**: Designing external materials for Cal's premier entrepreneurship society.
- **Worth Ryder Art Gallery**: Installing, facilitating, and promoting student and faculty art exhibitions as an intern.
- **Mission San Jose Debate**: Directing weekly lab sessions as head coach of a nationally competitive 15-member team.

Skills

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

Interests

- Digital Art, Painting, 3D animation, Post-modern philosophy and critical theory, Bossa Nova, Beatles, Volleyball, Tetris