

# Kevin Li

likevin.dev

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## EDUCATION

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- **University of California, Berkeley** Berkeley, CA  
*BA in Computer Science and Philosophy, GPA: 3.9* *Aug. 2018 - May. 2022*
  - **Coursework:** Data Structures and Algorithms, Artificial Intelligence, Computer Architecture, Efficient Algorithms and Intractable Problems, Probability and Random Processes, Linear Algebra, Discrete Math, Modal Logic, Moral Questions of Data Science, Economic Statistics and Econometrics.
  - **Teaching Assistant:** Efficient Algorithms and Intractable Problems (CS 170)
  - **Honors:** Upsilon Pi Epsilon invitee, top third of computer science students in the junior class.
- **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

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- **Palantir Technologies** Washington, DC  
*Software Engineer Intern* *May 2021 - Aug. 2021*
  - Working with a product development team on analytical components of the Foundry platform.
- **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 process for new member companies.
- **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.

## RESEARCH

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- **Scenic** Berkeley, CA  
*Language-based Scene Generation for Autonomous Vehicles, Sanjit Seshia, EECS* *May 2020 - Aug. 2020*
  - Leveraged process mining techniques to better understand failure scenarios of aggregated vehicle event log data.
  - Tested and improved robustness of the Scenic language through its interface to the CARLA simulator.
  - Built example Scenic 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

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- **Berkeley Investment Group:** Learned financial modeling and strategies for value investing in the intern program.
- **Innovative Design:** Served as VP of Design Services and a project lead for web design with on-campus clients.
- **Sigma Eta Pi:** Organized a social entrepreneurship speaker event for Berkeley's premier entrepreneurship society.
- **Worth Ryder Art Gallery:** Installed, facilitated, and promoted student and faculty art exhibitions as an intern.
- **Debate Coach:** Served as head coach of a nationally-competitive debate team at Mission San Jose HS.

## SKILLS

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

## INTERESTS

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- Tennis, Volleyball, Graphic Design, Crosswords