

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:** Data Structures and Algorithms, Computer Architecture, Linear Algebra, Discrete Math and Probability, Efficient Algorithms and Intractable Problems, Machine Learning (FA '20), Modal Logic (FA '20)
 - **Academic Intern:** CS 170: Efficient Algorithms and Intractable Problems (upcoming FA '20)
- **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