KEVIN LI

Berkeley, CA

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Github | kli16
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EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY   Aug. '18 – May. '22
Berkeley, CA | GPA: 3.9
B.A. in Computer Science and Philosophy
Computer Programs, Data Structures and Algorithms, Linear Algebra, Discrete Math and Probability,
Computer Architecture, Efficient Algorithms and Intractable Problems, 3D Modeling and Animation

STUYVESANT HIGH SCHOOL   Sep. '14 – Jun. '18
New York, NY | GPA: 4.0
Advanced Regents Diploma with Honors
Software Development, Systems Level Programming, Computer Graphics

EXPERIENCE

AMERICAN CHAMBER OF COMMERCE IN JAPAN   Jun. '19 – Aug. '19
Tokyo, Japan | Intern
Built a G-Suite extension using Apps Script for internal accounting workflow.
Analyzed 3 years of financial event data to predict revenue loss due to the 2020 Olympics.
Worked with chamber executives to redesign the orientation process for new members.

GLOBAL COIN RESEARCH   Jun. '18 – Aug. '18
Brooklyn, NY | Intern
Wrote research articles on token identity management and the state of blockchain in Asia.

PEPTALK   Jan. '17 – Sep. '18
Queens, NY | Co-founder and Web Developer
Built and regulated a Django website to help under-resourced debaters find information and
support networks across the national high school debate circuit.
Utilized the Google Maps API to integrate location-based mentorship matching.
Facilitated 10 Tri-State region mentorship connections through the website and Facebook.

RESEARCH

GAMESCRAFTERS | *Dan Garcia, EECS*
Combinatorial and Computational Game Theory
Running game analysis and constructing hash designs
for complete information games solvers.

NOME | *Carlo Sequin, EECS*
CAD Software for 2-manifold Free Form Structures
Building progressive sweeps for arbitrary 3D space
curves and modeling geometric knot sculptures.

PROJECTS

GRAPHICS ENGINE | *Python*
A graphics generator with lighting, shading, animation,
and a compiler for a motion description language.

NODE | *C*
A note-taking program that allows students to take
notes and compile example code simultaneously.

GITRUNNER | *Java*
A 3D remote-controlled octocat game using webcam
image processing and color recognition.

EXTRACURRICULAR

WORTH RYDER ART GALLERY | *Intern*
Preparing, facilitating, and promoting student and
faculty art exhibitions.

SIGMA ETA PI | *Active Member*
UC Berkeley's premier entrepreneurship society.

INNOVATIVE DESIGN | *VP of Design Services*
Leading a group of students in on-campus web
design work and managing design clients for the club.

MISSION SAN JOSE HS DEBATE | *Head Coach*
Directing weekly lab meetings and coached a
nationally-competitive 15 member team.

TECHNICAL SKILLS

Python/Django/Flask, Java, SQL, JavaScript, HTML/CSS

NON-TECHNICAL SKILLS

Adobe Illustrator, Autodesk Maya, Rhino 3D

INTERESTS

Visual art, 3D animation, Post-modern philosophy and critical theory, Bossa Nova, Beatles, Volleyball, Tetris