

Brian Li

COMPUTER SCIENCE · UNIVERSITY OF CALIFORNIA, SAN DIEGO

San Francisco Bay Area

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Education

University of California, San Diego

La Jolla, California

B.S. COMPUTER SCIENCE

Sep. 2018 - Mar. 2021

- GPA: 4.0
- Related coursework: CSE 15L - Software Tools and Techniques Laboratory · CSE 20 - Introduction to Discrete Mathematics · CSE 30 - Computer Organization and Systems Programming
- Coursework From Other Institutions: Programming Fundamentals in Java · Data Structures and Algorithms in Java
- F'2018-S'2019 planned coursework: CSE 21 - Mathematics for Algorithms and Systems · CSE 100 - Advanced Data Structures · CSE 105 - Theory of Computation · CSE 140 - Components and Design Techniques for Digital Systems · CSE 140L - Digital Systems Laboratory
- Affiliated organizations: Competitive Programming Club · Computer Science and Engineering Society

Work Experience

Assurance Data

San Francisco, California

FUTURE GRADS INTERN

Jun. 2016 - Aug. 2016

- Gathered and organized marketing analytics and data with Excel

Hackathons & Competitions

Beginner's Programming Competition

- A programming competition hosted by Women in Computing @ UCSD for undergraduates who have yet to take any upperdivision courses
- Rank: 4th/100+

SDHacks

- Pitched a UCSD event organizer web application to my team
- Created a REST API with Django Rest Framework and deployed it with Heroku
- Tinkered with React to help with Front-End production

Projects

AlertSD

- Created a web application to help students broadcast important alerts happening on-campus.
- Learned about REST, HTTP, and frontend frameworks
- Languages: Python, Django, React, Redux, Google Maps Api, Google Geocoding Api

Split

- Created a bill splitting app that helps individuals properly divide a bill with consideration for taxes and tips
- Learned about aspects of iOS development like UIViews and hit testing
- Languages: Swift

Expense

- Created a web application to help manage monthly and daily expenses
- Learned about the subtleties of a good user interface with functionality and aesthetics
- Languages: Python, Flask

Tic Tac Toe

- Created a 1-player Tic Tac Toe game which utilized minimax to determine optimal moves
- Languages: Lua

Languages & Frameworks

Languages Java · Python · C/C++

Frameworks Django · Flask · HTML/CSS/Javascript · Swift · React · Redux

Other Unix · SQL