Brian **Li**

COMPUTER SCIENCE · UNIVERSITY OF CALIFORNIA, SAN DIEGO

San Francisco Bay Area

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Edu**cation**

University of California, San Diego   *La Jolla, California*

COMPUTER SCIENCE B.S.   *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

Int**ernship**

Assurance Data   *San Francisco, California*

FUTURE GRADS INTERN   *Jun. 2016 - Aug. 2016*

- Gathered and organized marketing analytics and data with Excel

Hac**kathon**

Beginner's Programming Competition

- A Programming Competition hosted by Woman in Computing @ UCSD for undergraduates who have yet to take 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

Pro**ject**

AlertSD

- Created a web application to help student share important alerts on campus.
- Learned about REST apis, the separation between frontend and backend, and frontend frameworks
- Languages: Python, Django, React, Redux

Split

- Created a bill splitting app that helps group of 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 good user interface with functionality and aesthetics
- Languages: Python, Flask

Tic Tac Toe

- Created a Player vs. Computer Tic Tac Toe game which utilized minimax to determine optimal moves for the AP CSP exam
- Languages: Lua

Lan**guages & Frameworks**

Languages	Java · Python · C/C++
Frameworks	Django · Flask · HTML/CSS/Javascript · Swift · React · Redux
Other	Unix · SQL