

# ZIYANG LI

Liby

University of California - San Diego  
B.S. Computer Science (4.0/4.0) &  
B.S. Mathematics (3.7/4.0)  
Visual Arts Minor

## CONNECT

Email: liby99@icloud.com  
Website: <http://liby.me>  
Github: <https://github.com/Liby99>

## EDUCATION

UCSD – Sep 2015 - Jun 2019  
UC Berkeley Summer 2016 – Jun - Aug 2016

## INTERESTS

Computer Graphics  
Human Computer Interaction  
Artificial Intelligence

## SKILLS

### LANGUAGES

Javascript | C++ | Java | C# | Python | PHP |  
HTML/CSS | SQL

### FRAMEWORKS

Node.js | Express.js | Meteor | Asp.net | Django |  
Android | iOS

### DATABASE

MySQL | MongoDB | MSSQL

### DESIGN

Adobe Photoshop | Adobe Illustrator | Adobe  
InDesign | Adobe Experience Design | Clip Studio  
Paint

### VIDEO & GRAPHICS

Adobe Premiere | Adobe After Effects

### 3D

Cinema 4D | Blender

## BRIEF

Ziyang Li considers himself as a curious, dedicated and creative individual who has not only excelled in his school work but also in a wide variety of skill sets. His interests in Computer Science rests mainly in computer graphics and design, human computer interaction, web UI/UX design and artificial intelligence. Besides, he also has a strong background in print and video production, visual effects, 3D modeling and rendering, 3D printing, photography and Piano performing.

## RELEVANT COURSEWORK

Software Engineering (A) | Computer Graphics (A) | Computer Graphics II: Rendering (A) | Advanced Computer Graphics (A+) | Artificial Intelligence (A) | Design Communication (A) | Practices in Computing Arts (A)

## ACTIVITIES / EXPERIENCES

### RESEARCH ASSISTANT @ UCSD DESIGN LAB

Jun 2017 - Present

- Working with Phd Vineet Pandey and Prof. Scott Klemmer.
- Working on system Galileo, a platform for people to design and run their own scientific experiment.
- Website: <http://gutinstinct-ucsd.edu/galileo/>

### DEV DIRECTOR @ UCSD CSSA

Mar 2016 - Present

- Worked on Basketball Match Promo Video, UCSD Freshman Introduction Video, Why Dalai Lama is Controversial Exhibition Display Boards, Various Posters and Pamphlets.
- Worked on iOS App UCSD CSSA What to Eat, to help students decide what restaurant to go to.
- Leading Developing Web App UCSD Short Lease Platform to help students find short-term leasing.
- Website: <http://ucsdcssa.org>, <http://duanzu.ucsdcssa.org/>

### FOUNDER & UI/UX/Front-end DEV @ INSO LINK

Jun 2016 - Present

- Inso Link is a Mirror Download Site of Music Game OSU! for Chinese Users who are unable to download.
- Mainly working on the highly-praised UI/UX and Front-end design.
- Has achieved over 300k downloads and 4k users. Recently raised nearly ¥1k support donation.
- Main Site: <http://inso.link/>, Status Site: <http://status.inso.link/>

### DEV LEAD @ UCSD CSE 110 SOFTWARE ENGINEERING

Jan 2017 - Mar 2017

- Dev Leader of 10-student team working on Android App BadApple!! which aimed to manage the food storage.
- Key features includes real-time collaboration on the same food storage and OCR functionality to read receipt entry from camera.

### LEADER @ SZMS FORMS

Jun 2014 - Jan 2017

- FORMS is a team of 20 students aiming to reconstruct our high school campus in Minecraft.
- Developed Minecraft Plugin with school database integration to enable collaboration among other students
- Made 3D Printing Model from Minecraft and sell in SZMS New Year's Gala (Jan 2017)
- Website: <http://forms.ms/>

### CTO @ SZMS STUDENT COMPANY VINET

Apr 2014 - Sep 2015

- Developed VEat, a web app with WeChat integration for SZMS students to order lunch for delivery online.
- User amount over 1k (3k in total) and over 100 orders per meal in average.
- System based on Asp.net and includes user platform, restaurant platform and admin panel.

### TECH DIRECTOR @ SZMS STUDENT ACTIVITY ASSOCIATION

Oct 2012 - Jun 2015

- Worked on promotion video for New Year's Gala, School-Wide Top-10 Singers Contest and various videos.
- Became Technology Department Director and Created Web Team to work on web development working on SAA Working Platform for association members to collaborate on projects, and SAA Official Website.
- Taught Classes of video and design production and programming.
- Website: <http://xuehuo.shenzhong.net/>

### FELLOW @ UCSD PIANO SOCIETY

Mar 2016 - Present

### VARIOUS SIDE PROJECTS

- KeelingJs: A Node.js Framework based on Express.js: <https://github.com/liby99/keeling-js>
- Daily CG Artworks: <http://liby.me/artwork.html>, MangaReader: <https://manga.cubes.studio/>
- RayTracer Renderer: <https://github.com/liby99/Raytracer>, Crystal Star Animation: <https://cubes.studio/cse168>
- Computer Graphics Projects: Image Processing: <https://cubes.studio/cse163/proj1>, Mesh Simplifier: <https://cubes.studio/cse163/proj2>, OpenGL Renderer: <https://cubes.studio/cse163/proj3>

## WORK / INTERNSHIP

### FULL STACK ENGINEER @ DEEP MEDIA Ltd.

Sep 2016 - Jan 2017

- Contract based work. Working on Company website on Mobile and WeChat for communications with clients.
- Website: <http://mp.deep-media.com/>

### FULL STACK ENGINEER INTERN @ YOBS TECHNOLOGY Inc.

Jan 2016 - Sep 2016

- Internship in a startup company working on Yobs to help students to find part-time jobs.
- Website: <http://yobs.io/>

### FRONT-END DEV INTERN @ EASYHIN Ltd.

Aug 2015 - Sep 2015

- Full-time Internship in EasyHin working on Mobile & WeChat website for patients to communicate with doctors.
- Website: <http://easyhin.com/>

### TUTOR @ UCSD CSE 12 DATA STRUCTURE & OO DESIGN

Jan 2017 - Mar 2017

## AWARDS / HONORS

### TOP 10 OF 170+ TEAMS @ LA HACKS 2017

Mar 2017

### SECOND PLACE @ UCSD HACK NIGHT

Nov 2016

### 1ST PLACE @ UC BERKELEY AI PACMAN CONTEST

Jul 2016