

Jack Li

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EDUCATION

Yale University

B.A. in Computing and the Arts (2023)

Relevant Coursework: Introduction to Computing and Programming, Data Structures and Algorithms, Systems Programming and Computer Organization, Computer Graphics

GPA: 3.9 / 4.0

PROJECTS

Yale University Science Olympiad (yuso.yale.edu)

September 2020 - Present

Web Developer and UX/UI Designer

Designed and managed responsive website for Yale University Science Olympiad's official site. Animated using hooks. Collaborated with a team of students through git workflow. The yearly competition hosts 1000+ of the nation's top STEM highschool students from 20+ different states. Designed assets in figma and created website using React and Typescript

New Trier Coalition for Diversity (ntdiversity.com)

July 2020 - Present

Web Developer and UX/UI Designer

Managed and built from the ground up a responsive website for an initiative that aims to bring racial diversity training to a local high school. Coordinated with outreach team to implement and devise custom branding strategies. Wireframe completed with flexbox container. Designed assets in figma and created website using HTML/CSS/Javascript.

Nebulus

April - May 2020

Conceptualized and built from the ground up a narrative, user-controlled experience. Designed and implemented a system of multiple state machines and worked with instances of objects to maximize program efficiency. Programmed basic data structures to hold assets. Assets created using Adobe Photoshop, and experience built using C# and Unity.

WORK EXPERIENCE

Librex

UI/UX Designer

September 2020 - Present

Collaborated with a team of students to develop an anonymous forum startup with over 5000 active users. Directly communicated essential design details and feature suggestions with founder. Directed design and implementation of multiple features to significantly increase user engagement. Actualized the design for many key features, including dark mode, image compatibility, and profile pages.

D.R. Medical

July - August 2018

Helped organize incoming and outgoing inventory for shipment. Performed quality control, checking each product individually and correcting any defects.

TECHNICAL SKILLS

Languages: C, HTML/CSS/Javascript, C++, C#, Python

Libraries: React, STL, Typescript, Django

Additional Tools: Unity, Figma, Photoshop, Illustrator, Git

EXTRACURRICULAR

Lead background artist for Amorieum Labs. Worked with small team of artists to create spritework, animations, and background art for a side scrolling fighting game. Spearheaded website design and implementation process for the studio.

Graphic Designer for Yale University Science Olympiad. Responsible for discussing branding options with chief director and outreach team. Created all visual assets for our nationwide competition.
