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, Object Oriented Programming

GPA: 3.9 / 4.0

PROJECTS

New Trier Coalition for Diversity (ntdiversity.com)   July 2020 - Present

Web Developer (Full Stack) and UX/UI Designer

- Launched initial website for a non-profit aiming to bring racial diversity training to high schools, kickstarting its online presence.

- Coordinated with outreach team to implement and devise custom branding strategies, attracting 30+ representatives in 4 months.

- Designed assets in figma and created website using HTML/CSS/Javascript.

Nebulus   April - May 2020

- Conceptualized and assembled 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, and instituted data structures to hold assets. Investigated object oriented design for codebase scalability.

- Assets created using Adobe Photoshop, and experience built using C# and Unity.

WORK EXPERIENCE

Yale Undergraduate Research Association (www.yura.yale.edu)   January 2021-Present

Web Developer

- Worked with a team to build the Yale Research Database from the ground up. Spearheaded development by implementing backend skeleton through models, forms, templates, and routing, and slashing mobile site bugs by 60%.

- Executed a system to host research from 1400+ professors across 60+ fields. Greatly improved user experience by devising updates allowing professors to directly add research to the existing database.

- Backend created using Python/Django and front-end created with HTML/CSS/Javascript.

Yale University Science Olympiad (yuso.yale.edu)   September 2020 - February 2021

Web Developer (Front End) and UX/UI Designer

- Collaborated with a team of students using git version control to overhaul and modernize Yale Undergraduate Science Olympiad's site.

- Amplified signup rates from previous years by 50% through creative branding illustrations and responsive web design approaches.

- Designed assets in figma and created website using React, React Hooks and Typescript.

Librex   September 2020 - December 2020

UI/UX Designer

- Collaborated with a team to develop a forum startup with over 5000 active users, providing students a social space over quarantine.

- Directly communicated essential design details and feature suggestions with founder and 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.

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, Graphic Designer for Yale Science Olympiad, Active designer for Yale UXSociety