

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

Managed and built from the ground up a responsive website for an initiative that aims to bring racial diversity training to high schools. 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

Yale Undergraduate Research Association

January 2021-Present

Web Developer (Full Stack)

Worked on a team to build the Yale Research Database website from the ground up. The database hosts research from 1400+ professors across 60+ fields. Designed the back end skeleton of the website, setting up many of the essential components. Gained experience with setting up models, forms, templates, and routings. Fixed several bugs to improve mobile user experience. Site created using Python/Django.

Yale University Science Olympiad (yuso.yale.edu)

September 2020 - February 2021

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

Librex

September 2020 - December 2020

UI/UX Designer

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.

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.
