



Justin Li

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imjustin.li

EDUCATION

UNIVERSITY OF CALIFORNIA, BERKELEY

Bachelor of Art 2022

Cognitive Science

SKILLS

HTML5

React

CSS3

Photoshop

JS / ES6

Illustrator

Node.js

Express

PAST WORK

BELLO COFFEE SELF-ORDER KIOSK

- Created a self-ordering kiosk iPad app using React Native that streamlines the ordering process
- Designed an intuitive user interface with a focus on simplicity, drawing on my cognitive science background
- Integrated Square's API for reliable and secure transactions, ensuring seamless integration with the Square point-of-sale system

HUESHIFT.LI

- Developed Hueshift.li, a web-based puzzle game inspired by Rubik's Cube and sliding puzzles
- Game features randomized colors and patterns, offering infinite combinations for a unique challenge every time
- Built using HTML, CSS, JavaScript, and React

NONADOX

- Created Nonadox, a challenging puzzle game with 32 meticulously designed levels that required strategic thinking and efficient planning.
- Utilized Xcode, Swift, SpriteKit, Ableton, Photoshop, and Illustrator to create every aspect of the game, from level design to sound and visual effects.
- Developed Nonadox as a solo project, showcasing my creativity and programming skills in a fun and unique game experience for players of all ages.