# Justin Li

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## EDUCATION

**University of California, Berkeley**                    **December, 2022**
*Bachelor of Arts, Cognitive Science*                    *Berkeley, CA*

## EXPERIENCE

**BELLO COFFEE SELF-ORDER KIOSK (2023)**
- Developed a React Native self-ordering kiosk iPad app, enhancing operational efficiency and customer experience.
- Designed an intuitive user interface, resulting in increased customer satisfaction and sales.
- Implemented seamless integration with Square's API for automated order processing and data-driven insights.

## PROJECTS

**HUESHIFT.LI (2022-2023)**
- Developed www.Hueshift.li, a web-based puzzle game, drawing inspiration from Rubik's Cube and sliding puzzles.
- Utilized HTML, CSS, JavaScript, and React, enabling easy feature expansion and seamless updates due to React's component-based structure.
- Enhanced gameplay by integrating a timer feature for added thrill and a highscore functionality to encourage friendly competition and promote player retention.

**NONADOX (2017-2020)**
- Utilized Xcode, Swift, and SpriteKit to design and develop Nonadox, a strategic puzzle game with 32 detailed levels.
- Leveraged Ableton, Photoshop, and Illustrator for sound and visual aspects. Post-release, the game garnered thousands of downloads worldwide.

## SKILLS & INTERESTS

- **Programming Languages:** JavaScript, Python, Java
- **Technologies:** Git/Version Control, React.js, Node.js, Express.js, HTML/CSS
- **Design Tools:** Adobe Illustrator, Adobe Photoshop, Figma
- **Additional Skills:** Responsive Web Design, UI/UX Design
- **Interests:** Language Learning, Science Fiction, Futurology