Justin Li

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EDUCATION

University of California, Berkeley (UC Berkeley)   **December, 2022**
Bachelor of Arts in Cognitive Science

PROJECTS

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

HUESHIFT.LI (2022)
- 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)
- 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 each aspect of the game, from level design and visual effects to sound and music.
- Released to the app store and gathered 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