



JUSTIN LI

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EDUCATION

UC BERKELEY

Bachelor of Art in Cognitive Science

December 2022

SKILLS

LANGUAGES

Javascript, Python, Java

TECHNOLOGIES

Git, React, Node, Express, HTML/CSS

DESIGN

Illustrator, Photoshop, Figma

PAST WORK

BELLO COFFEE SELF-ORDER KIOSK

- Created a self-ordering kiosk iPad app using **React Native** that streamlines the ordering process for a coffee company.
- 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 ability in a fun and unique game experience for players of all ages.