SERENA LI

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EDUCATION

University of Southern California Los Angeles, CA   Aug 2022-Dec 2026
Master of Science & Bachelor of Science in Computer Science (Progressive Degree Programs)

PROJECT EXPERIENCE

Fashion Marketplace React Native app using Typescript   Jan 2025-May 2025
- Worked with GraphQL queries for Shopify integration and API customization with MongoDB for user information management
- Provided user authentication logic and assisted on frontend implementation

Recreating classic games with C++ and SDL library   Jan 2025-Apr 2025
- Learned and built basic version of classic games like Portal and Mario Kart with provided assets and guidance
- Enhanced knowledge of mathematical concepts (quaternions and collision detection) and design patterns (Factory and Decorator)

Basic peer-to-peer network structure built with C++ on 32-bit Ubuntu 16.04 system   Jan 2025-Apr 2025
- Created CLI application with guidance for individual nodes to form network and communicate
- Strengthened understanding of connection establishement, network requests, de/multiplexing data, and multithreading

Human Computer Interaction Treatment for Workday System   Sep 2024-Dec 2024
- Designed an interactive prototype using Figma through data analysis on user inspection, inquiries, and usability testing.

USC Annenberg Media Web Contributor   Jan 2024-Feb 2025
- UI/UX design for Annenberg Media News pages (Reaction function for individual articles, etc.) using figma
- Utilized chart.js and javascript backend to visualize polling results in real-time for 2024's Super Tuesday elections
- Sustained daily operations and communication with a variety of news desks to assist with the news center's web requests

PROFESSIONAL EXPERIENCE

Frontend Developer at TourScout   Jun 2025-Jul 2025
- Automated custom widget generation for customers by creating embed React component API
- Constructed information visualization with access controlled data CRUD operations on Supabase
- Ensured optimized database tables design for access and editing

iOS App Development Course Teaching Assistant at USC   Aug 2024-May 2025
- Reinforced students' understanding of the course through both in-person office hours and async Q&A
- Gave feedback to 15 students' assignments throughout the semester

Project Management Intern at Blu Bathworks   Jun 2023-Aug 2023
- Programmed python programs with CSV handling for product data to/from multiple platforms to reduce manual work by 85%
- Coordinated WordPress website project and accelerated website launch by 4 months
- Created 30+ WordPress tutorials for staff to maintain the website to save costs of external developers

LEADERSHIP EXPERIENCE

HackSC Executive Director (organization for planning hackathons)   2023-2024
- Utilized organizational tools – Google suite, Slack, Notion – to manage the 50-student club
- Project Managed a 24-hour hackathon event with 250 participants
- Led negotiations for ~$50k in prize and sponsorship to fully fund the event

AWARDS

Best Use of Streamlit at AthenaHacks   Feb 2025
- Deployed a Streamlit web app – take user preference input, use matching algorithm and ML models to recommend personalized investment options with clean UI and intuitive user flow
- Led development of frontend app interface
- Connected all modules into one app

SKILLS

Programming assets: TypeScript, JavaScript, C++, Swift, Python, HTML, CSS, Java, SQL
Software: Figma, ArcGIS, Adobe Photoshop, Adobe Premiere Pro, Notion, Apollo.io, HubSpot CRM, Monday.com
Relevant coursework: Video Game Programming *(C++)*, Internetworking *(C++)*, Data Structures and OOD *(C++),* Intro to Computer Systems *(C),* Intro to AI *(Python),* Creative Web Design *(Front-end),* iOS App Development *(Swift),* Software Development *(Full-stack, Java),* Discrete Methods, Linear Algebra, Probability, Algorithms and Theory of Computing, Human-Computer Interaction