BenjaminLi

Software Engineer

about

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education

University of California, Berkeley
Bachelors of Science, Electrical Engineering and Computer Science
2015-2018

programming

Python, C#, Java, C, C++, Go, JavaScript, HTML

technologies

Object Oriented Programming, Unity, A-Frame, LibGDX, Node, Express, Postgres, Hexo, Heroku, REST APIs, Monogame

coursework

Data Structures, Artificial Intelligence, Algorithms, Computer Security, Databases, Graphics (in progress), Operating Systems (in progress)

Work Experience

05/2017-07/2017	**State Farm**	**Research and Development Intern**

Full-stack work on virtual reality data visualization with A-Frame and Unity in Agile work environment. Used Node with Express to create a REST API with Postgres database back-end

05/2016-08/2016	**UC San Diego**	**Research Intern**

Link: github.com/TheRealBenjiLi/heatmaps
Improved heatmap services by integrating ontology data and presenting hierarchy-based organization for search terms

01/2016-05/2016	**UC Berkeley**	**Lab Assistant**

Provided support (answer questions/debug circuits) for EE 16A students in lab sessions

06/2015-08/2015	**UC San Diego**	**Intern**

Implemented statistical analysis using Python to determine relationship between scientific literature and grant dates

Projects

08/2017-Present	**Falcomaster**	**Sole Creator**

Link: falcomaster.tech
Construct supervised learning program to mimic human playstyles for the game Super Smash Bros Melee

05/2016-08/2016	**Benevolence**	**Sole Creator**

Link: benjili.itch.io/benevolence
Developed indie PC game in Java with LibGDX framework
Programmed all code, composed all music, and created all art for Benevolence

01/2016-05/2016	**Slip**	**Co-Creator**

Link: github.com/blushiemagic/Slip
Indie bullet-hell PC game in C with Monogame framework

Organizations and Leadership

01/2017-Present	**CSUA**	**Officer**

Promote social and academic interactions students with computer science interests through tech talks, hackathons, info sessions, and other events

08/2016-Present	**IEEE**	**Treasurer**

Balance IEEE finances to support IEEE's events, including the biannual Startup Fair, tech talks, info sessions, and internal events

08/2015-Present	**Cal VSA Lion Dance**	**Education Coordinator and Treasurer**

Prepare performance curriculum, organize events, balance the budget, and perform as part of the team