Yiju Li

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Last Revised: 2023/04/01. To access my latest resume, please click this link.

As a dual-degree candidate in Computer Engineering and Applied Mathematics at UC San Diego, I possess strong skills in software/hardware development and theoretical computer science. My math background and problem-solving abilities allow me to approach complex problems with ease. Additionally, my communication skills and commitment to high-quality work make me a strong candidate for engineering roles.

Education

University of California, San Diego
Sep 2020 - Jun 2024(Expected)
Degrees: B.S. in Computer Engineering; B.S. in Applied Mathematics
Minors: Human Biology; Data Science

Professional Experience

Electric Engineer Intern

Vigitron, San Diego, California
2023 Spring(current), 12 weeks
Designing and assembling PCBs, participating in manufacturing and testing, as well as developing router firmware using C and assembly language.

Research Assistant(Remote)

CPMG, Columbia University, New York
2022 Winter, 12 weeks
Joined a start-up team to work on projects related to precision analytics in the field of genomics; Implemented a full-stack application that uses simulated clinical and genetic data for research-oriented medical professionals.

Software Engineer Intern

Shengmu Life, Chengdu, China
2022 Summer, 10 weeks
Developed a special web application with HTML and pure JavaScript, including feature creation and app stability/performance assurance; Collaborated on dynamic, user-friendly Android apps using Java and Android SDK.

Software Engineer Intern

UBTech, Shenzhen, China
2021 Summer, 8 weeks
Developed a web-application, utilizing JavaScript and React; Participated in UX design to make product more approachable and accessible, particularly for young-aged users and improve the logistics to simplify the User Procedure.

Quality Assurance (QA) Engineer Intern

CloudGame, Beijing, China
2020 Summer, 10 weeks
Designed and executed test plans, identified and reported software bugs, and worked closely with the development team to ensure a seamless user experience for the end-users; Designed pressure tests to evaluate the stability and reliability of the gaming products under heavy usage conditions.

Technical Skills

- Software Related
    - Programming languages: Java, Python, C++(GLSL), C, JavaScript, HTML(WXML), CSS
    - Topics Focused: Advanced Data Structures and Advanced Algorithms, Reinforcement Algorithms, Neural Network, CV, Kernel Programming, Computer Graphics Proficient Technologies: Database[MySQL, MongoDB], Web Framework[ReactJs, Spring, Django, ExpressJs], Cloud Computing[Amazon Web Services (AWS), Alibaba Cloud], Tools[Linux, Git, DevOps]
- Hardware Related
    - Topics Focused: Digital Electronics and Circuit, Microcontroller/Microelectronic System Design
    - HDL: SystemVerilog, VHDL
    - EDA tools: Modelsim(Questa), Quartus