Yiju Li

As a student at the University of California, San Diego pursuing a dual degree in Computer Engineering and Applied Mathematics, I have a comprehensive understanding of both software and hardware development. I have a strong interest in hardware and am always looking for opportunities to explore and enhance my skills in this field. My background in Applied Mathematics has provided me with a solid foundation in mathematical modeling and problem solving, which I believe will be valuable assets in hardware engineering. I approach every task with a professional attitude and a commitment to delivering high-quality work. I am eager to bring my skills and knowledge to a new role and continue to grow as a hardware engineer.

Education

Bachelor of Science in Computer Engineering
Bachelor of Science in Applied Mathematics
University of California, San Diego
Sep 2020 - current

Hardware Skills

- Computer Engineer: Digital Electronics and Circuit, Computer Architecture Design(ISA)
- HDL: SystemVerilog, VHDL
- EDA tools: Modelsim(Questa), Quartus

Software Skills

- Programming languages: Java, Python, C++(GLSL), C, JavaScript, HTML(WXML), CSS
- Focused Topics: Advanced Data Structures, Advanced Algorithms, Reinforcement Algorithms, Neural Network, CV
- Database technologies: MySQL, MongoDB
- Front-End frameworks: React.js
- Back-End frameworks: Spring, Django, Express.js
- Cloud computing: Amazon Web Services (AWS), Alibaba Cloud
- Operating systems: macOS, Linux
- Version control: Git
- Agile methodologies: Scrum, Kanban
- Special: DevOps

Professional Experience

Software Engineer Intern

Shengmu Life, Chengdu, China
2022 Summer, 10 weeks

- Developed Wechat apps with WXHL and JavaScript, including feature creation and app stability/performance assurance.
- Collaborated on dynamic, user-friendly Android apps using Java and Android SDK, meeting business requirements.

Software Engineer Intern

UBTech, Shenzhen, China
2021 Summer, 8 weeks

- Developed a web-application, utilizing JavaScript and React to enhance the product's functionality and user experience.
- Modified components in the programming interface to make it more approachable and accessible, particularly for young-aged children.
- Improved the logistics of the programming process to simplify the user experience, making it easier for individuals of all ages to understand and operate the system.

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.
- Performed pressure tests to evaluate the stability and reliability of the gaming products under heavy usage conditions.