## AARON LI

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Motivated new CS graduate looking for a job in software development

## **EDUCATION**

UC San Diego 2018 - 2023Bachelor's Degree in Computer Science Courses include: ⇒ CSE 131: Compiler Construction (in Rust) ⇒ CSE 151B: Deep Learning ⇒ CSE 141/141L: Introduction to Computer ⇒ CSE 152A/B: Intro to Computer Vision I/II ⇒ CSE 166: Image Processing Architecture (and Lab) ⇒ CSE 120: Principles of Operating Systems ⇒ CSE 169: Computer Animation ⇒ CSE 123: Computer Networks ⇒ CSE 166: Computer Graphics ⇒ CSE 107: Intro to Modern Cryptography ⇒ CSE 130: Programming Languages: Princi-⇒ CSE 127: Intro to Computer Security ples and Paradigms (in Haskell) ⇒ CSE 160: Intro to Parallel Computing **EXPERIENCE** UC San Diego, Internship June 2022 - December 2022 ⇒ Created animated human head models for a virtual interview study Genvira Biosciences, Internship June 2020 - September 2020 ⇒ Built the company's website using Hugo, a static site generator ⇒ Set up web server and configured to protect against random probes Futurewei Technologies, Internship June 2018 - August 2018 ⇒ Evaluated See-In-Dark DL network for dark scene image processing ⇒ Created new dataset with a smartphone camera; retrained neural network weights ⇒ Assembled DL workstation from parts; set up Linux DL environment **PROJECTS Nvidia Jetson** June 2023 -⇒ Orin NX 16GB ⇒ Use gstreamer to open CSI camera ⇒ Set up Yolo5 and accelerate with TensorRT ⇒ Flash memory from backup; expand partition and filesystem Compiler for "Snek", CSE 131: Compiler Construction 2023 Write compiler for a toy S-expr based "Snek" language. ⇒ Written in Rust using functional paradigms  $\Rightarrow$  Compiles to x86 assembly ⇒ Implemented garbage collector Design ISA and Processor, CSE 141L: Introduction to Computer Architecture Lab 2023 Design an ISA and a simulated processor to run 3 programs on generated data  $\Rightarrow$  9 bit instructions; 8 bit data ⇒ Processor written in SystemVerilog ⇒ Programs 1/2: encode/decode ECC ⇒ "Assembler" written in Rust

Fluid Simulation, CSE 169: Computer Animations An attempt at creating a simple fluid simulation on GPU

⇒ Program 3: pattern search

⇒ Register-Accumulator architecture

2023

⇒ Simulated/validated in QuestaSim/Quartus

$\Rightarrow$ Written in Rust $\Rightarrow$ Uses WGPU	⇒	• Compute shaders in WGSL for running on the GPU
Cloth Simulation, CSE 169: ⇒ Written in Rust ⇒ Uses WGPU and WGSL		2023 Optionally loads starting configuration from a JSON file
Pyramid-based Image Fusi Generates Laplacian pyramids ⇒ UI created using QT ⇒ OpenCV for image input	for two images, merges es $\Rightarrow$	ach layer, then reconstructs merged image Written in C++
Fractal Generation Generates images of the Mand		2020  ted Julia sets  CPU with no zooming optimizations
Boid Simulation A simulation of generic flockin  ⇒ Written in Java  ⇒ Quad Tree		2019 Simple basic rules: Separation, Alignment Cohesion
Sorting Algorithms Visual	ms on a randomized color cations found online   ⇒ "step"wise requires	gradient to visualize how each works Visualizes many common and uncommon sorting algorithms
Arch Linux installation  ⇒ Installed Arch linux is archinstall)  ⇒ Set up zram and zswap  ⇒ Set up a simple web server and certbot for https	⇒	2022 – Presen  Dynamic DNS also used for ssh access Installing and modifying AUR packages, including from source and a local git repository Fixed issue with GPG2 failing to contact keyservers
ACTIVITIES		
Attended CVPR in person	1	2022, 2023
Programming Languages a  ⇒ Rust  - WGPU  ⇒ WGSL  Other  ⇒ Arch Linux  AWARDS AND SCHOLARS	$\begin{array}{l} \Rightarrow \   \mathrm{Java} \\ \Rightarrow \   \mathrm{Kotlin} \\ \Rightarrow \   \mathrm{C/C} +\!\!\!+\!\!\!\!+ \end{array}$	⇒ Python ⇒ SystemVerilog ⇒ IATEX
National Finalist, CyberPat 6 <sup>th</sup> place among 3500 registere Received all-expenses paid trip	ed high school teams	2018 and Finals competition at baltimore, MD

2015-2017

 $\mathbf{2^{nd}}$ place, Control Award, First Tech Challenge

Team leader, 1<sup>st</sup> operator