

Aiji Li

aiji@berkeley.edu • (650) 382-7968 • [aijili.github.io/aiji/](https://github.com/aiji/) • [linkedin.com/in/aiji/](https://www.linkedin.com/in/aiji/)

Objective

UC Berkeley Computer Science student and Regents' and Chancellor's Scholar with a passion for tech and entrepreneurship seeking a software engineering internship. Familiar with data structures and algorithms, major programming languages and software systems, and full-stack development. Passionate about improving equity as a minority woman in tech.

Education

University of California, Berkeley

B.A in Computer Science, Minor in Data Science | GPA: 3.8

Expected Graduation: May 2026

Honors and Awards

Regents' and Chancellor's Scholarship (Top 2% of Admitted Class), Cal Alumni Association Leadership Award 2023 (<1% Acceptance)

Relevant Coursework

Data Structures, Structure and Interpretation of Computer Programs, Efficient Algorithms and Intractable Problems, Great Ideas in Computer Architecture (Machine Structures), Principles and Techniques of Data Science, Discrete Mathematics and Probability Theory, Linear Algebra and Differential Equations

Work Experience

Youws (www.youws.com) | Co-Founder, Software Engineer, Sales and Marketing Lead

May 2021 - Present

- Built a SaaS web application that allows users to purchase services and apply for counselor and intern positions using WordPress and PHP.
- Programmed an app, Youwscore, which predicts users' college acceptance probabilities from a model trained on user data using JavaScript, HTML, CSS, SQL, Django, and Bootstrap; helped 700+ students gain an advantage in their applications and validated model accuracy.
- Developed sales and marketing strategies, created the business pitch, conducted competitive analysis, and acquired paid loyal customers.
- Hired, trained, and led a team of 9 sales and marketing interns, interviewed and handpicked from an applicant pool of 1,000+.

Abio (www.abio.ai) | Software Engineering Intern

June 2024 - Present

- Led intern team in designing and developing the corporate website using Webflow and JavaScript, ensuring timeliness and high quality.
- Conducted and presented comprehensive usability tests, analyzing results to enhance user experience and interface design.
- Elevated customer engagement by 200% and facilitated product purchases promoting AI and automation in life science.

BLCK UNICRN | Product Development Intern

May 2024 - September 2024

- Developed and shipped new features to transform the rapidly scaling startup's corporate website, digital hub platform, and music streaming services using Bubble, tripling user engagement to cultivate a dedicated community of artists and music enthusiasts.
- Built a native webinar platform to host virtual immersive experiences, increasing scalability and accessibility for creators and audiences.
- Programmed an automated email notification system to streamline the onboarding process for customers.

Day Today | Software Developer

February 2024 - May 2024

- Scraped and normalized stable sources of data to serve a reliable and high-quality set of concert recommendations to users using Python.
- Indexed collected data to allow querying of events based on user-specific attributes using Beautiful Soup, Mongo, and Elasticsearch.

Projects

When2RSF (<https://when2rsf.com/>)

Fall 2023

- Engineered a full-stack web app using HTML, CSS, JavaScript, and Python that reduced peak gym capacity times at UC Berkeley.
- Trained a dynamic model that predicts when the gym is least crowded with high accuracy by scraping data using Python, SQL, and APIs.

Brewista (<https://tinyurl.com/brewista2024>)

Spring 2024

- Designed and built a customizable drink dispenser using Computer-Aided Design, Arduino, and Object-Oriented Programming.
- Spearheaded the web development team to design and program a web portfolio using HTML, CSS, and JavaScript.
- Delegated tasks, provided mentorship, and created a timeline to ensure successful delivery and foster professional growth within the team.

Choose Your Own Adventure Game

Spring 2024

- Developed a graphic world exploration engine enabling players to interact with dynamic game elements, navigate through pseudorandomly generated maps, and save their progress as they complete levels.
- Leveraged data structures and concepts such as hashmaps, priority queues, weighted quick unions, inheritance, asymptotics, and graphics rendering for seamless map generation and to optimize performance and user experience.

Skills

Languages and Systems: Java, Python, C, JavaScript, HTML, CSS, PHP, SQL, TypeScript, Bootstrap, Django, WordPress, Webflow, Git, Elasticsearch, Mongo, Computer-Aided Design, Figma

Concepts: Data Structures and Algorithms, Object-Oriented Programming, SaaS, Debugging, Machine Learning, Robotics, Web Scraping