Aiji Li

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Objective

UC Berkeley CS undergraduate and Regents' and Chancellor's Scholar passionate about full-stack development, algorithmic problem solving, SaaS, and entrepreneurship. Seeking a software engineering internship to contribute and grow at a mission-driven company.

Education

University of California - Berkeley, B.A. in Computer Science, Minor in Data Science | GPA: 3.8 — Expected Graduation: May 2027

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), Computer Security, Principles and Techniques of Data Science, Data Mining and Analytics, Discrete Mathematics and Probability Theory, Linear Algebra and Differential Equations

Experience

UKG | Software Engineering Intern Weston, FL, Intern Blog Feature — May 2025 – Aug 2025

- Reduced home hub load time by ≈1 second through client-side caching and cut ≈1.5 MB of node module weight by replacing Lodash with native JS, improving bundle efficiency across 5 projects and reducing shipped code to end users.
- Refactored complex RxJS logic and fixed high-impact UI bugs, improving UX while streamlining code for maintainability.
- Strengthened test coverage and reliability by writing unit and end-to-end tests across features and unfamiliar codebases.

Youws (youws.com) | Co-Founder, Software Engineer, Sales and Marketing Lead Mountain View, CA — May 2021 – Present

- Built a SaaS web app allowing users to purchase services and apply for counselor and intern positions using WordPress and PHP.
- Programmed an app, Youwscore, which predicts college acceptance probabilities from a model trained on user data using Django, JavaScript, HTML, CSS, SQL, and Bootstrap. Guided 900+ students through admissions; improved application outcomes and validated model accuracy.
- Developed sales and marketing strategies and 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 (abio.ai) | Software Engineering Intern Redwood City, CA — May 2024 – Sep 2024

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

BLCK UNICRN | Product Development Intern Berkeley, CA — May 2024 – Aug 2024

- Developed and shipped new features to transform the 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.

Projects

UniFit (github.com/aijili/UniFit) — Spring 2025

- Designed and developed a peer-to-peer mobile app with React Native and Expo Go, enabling college students to borrow and lend clothes to promote sustainable and community-driven fashion.
- Integrated Firebase Authentication and Firestore for secure user management, real-time content sharing, and personalized profiles.
- Conducted market sizing and competitive analysis to refine core features and align with user needs.

When2RSF (when2rsf.com) — Fall 2023

- Engineered a full-stack web app using React and Flask 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 BeautifulSoup and SQL.

Brewista (tinyurl.com/brewista2024) — Spring 2024

- Designed and built a customizable drink dispenser using Computer-Aided Design and Arduino.
- 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.

Skills

Languages: Java, Python, C, JavaScript, TypeScript, HTML, CSS, PHP, SQL **Frameworks & Libraries:** React, React Native, Angular, Flask, Django, RxJS, Bootstrap **Tools:** Git, Docker, Firebase, MongoDB, Azure, Jest, Playwright, WordPress, Jira, CAD, Figma **Concepts:** Data Structures & Algorithms, OOP, SaaS, Unit Testing, E2E Testing, Agile