

Andric Li

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EDUCATION

University of California San Diego
Computer Science BS

2021 - 2025
GPA: 3.8

SKILLS

Programming Languages: JavaScript/Java/C#/Python/C++/TypeScript/HTML/CSS/SQL

Tools: Git/Gitlab/BabylonJs/React/Slack

Engineering Process/Env: AGILE, CI/CD

Relevant Coursework: Web Client Languages, Human Factors Engineering, Computer Graphics, Advanced Data Structures, Design and Analysis of Algorithms, Recommender Systems & Web Mining, Teach Computational Thinking,

EXPERIENCE

Software Engineering Intern, [MeetKai](#)

Summer 2023

- Worked on creating an immersive 3D World (Metaverse) where people can interact with each other in real time on desktop and mobile devices using the browser as well as on VR devices
- Ported over features on the browser to work on VR platforms such as live chat, voice chat, and facecam video
- Architected new UI capabilities for better user experience and also easier future development
- Tools/Frameworks: TypeScript, BabylonJS, JavaScript, Git, Github

Software Engineering Intern, [MeetKai](#)

Summer 2022

- Created demo VR application presented to Facebook, aimed to be featured on the Oculus App store
- Produced VR environment showcasing MeetKai's personalized voice assistant app in VR
- Tools/Frameworks: Unity, C#

Engineering Intern, EpiDevice

Summer 2021

- Created scripts to automate counting exact amount of metal squares on a plate using image processing software
- Delivered 10+ technical documents, including product requirement documents (PRD)
- Designed pattern recognition software & created two inventory & tracking management tools, saved the startup's licensing \$10k for 50 users
- Tools/Frameworks: Python, IGOR Pro

Programming Teacher for Highschool Students, [Code Ninjas](#)

2018 - 2020

PROJECTS

Gym Mobile Application

- Developed an app to help people keep track of their fitness progress and help connect them with gym goers
- Designed and created 5+ UI screens using React Native and CSS
- Organized biweekly sprint meetings with 6+ people to communicate between software and design teams
- Tools/Frameworks: React Native, Expo, Git, CSS

Tarot Reading Web Application

- The project was done to gain a better understanding on software development practices by integrating CI/CD and different types of testing while following the AGILE software development cycle
- Tools/Frameworks: JavaScript, HTML, CSS, Git, Jest, JSDocs

LEADERSHIP EXPERIENCE & COMMUNITY SERVICES

Founder & President, Game Design Club

2017 - 2021

- President of the high school student club, taught 16 sessions of Unity, Photoshop, Illustrator; Created six games & grew members from 3 to 30; led the club to visit 10+ Silicon Valley companies

Student Volunteer Leader, [C2SDK](#) Computer Technology Assistance Program

2017 - 2021

- Repair & donate computers to low-income families in San Diego county
- Recruited 30+ peers to grow the team for Computer 2 Kids San Diego

Competitive Tennis Player

2008 - 2023

- Played on the varsity tennis team for all 4 years of high school, individual top 600 USTA rank
- Actively playing on the UCSD competitive club team and coaching other students as well