

Allen Li

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Objective

UC Berkeley EECS junior seeking summer internship in product management.

Education

University of California, Berkeley

B.S., Electrical Engineering and Computer Science (Technical GPA: **3.9**)

August 2012 – Present

Expected May 2015

Employment

Product Management Intern, [Vango Art](#)

May 2014 – August 2014

- Initiated first A/B testing efforts for iOS and Web applications
- Adapted to changing needs in small team setting by fluidly filling design and engineering roles

Software Engineering Intern, [Curious.com](#)

May 2013 – August 2013

- Developed full stack web application using HTML, SCSS, Coffeescript, MySQL, and Ruby on Rails
- Built online learning platform in team of three software developers and three development interns
- Engineered feature from start to finish with intern team as final project

Leadership

Design Coordinator, [Pioneers in Engineering](#)

May 2013 – May 2014

Student-run nonprofit outreach organization providing STEM education in underserved Bay Area high schools through engaging, hands-on learning experiences via robotics.

- One of seven executive leaders independently responsible for all aspects of the organization
- Managed organization that serves 200 college students and 300 high school students from 24 high schools with \$70,000 annual budget
- Coordinated staff working in visual, interaction, and industrial design to produce high quality user-centric products and experiences
- Restructured struggling organization from tree to project-oriented structure to eliminate pervasive communication barriers and enable continued growth

Media and Press Relations Lead, [Pioneers in Engineering](#)

December 2012 – May 2013

- Led team of photographers and videographers in covering large multi-day community events
- Managed production of photos and videos for robotics competition and educational program

Instructional Laboratory Assistant, University of California, Berkeley

January 2013 – May 2013

- Taught introductory computer science students in classroom and computer lab setting

Projects and Research

Control System User Interface, [Pioneers in Engineering](#)

June 2014 – Present

- Leading team of interaction designers and software developers to develop an intuitive, user-centric front-end for robotics control system targeted at high-school age students

Undergraduate Researcher, Fletcher Laboratory, UC Berkeley

September 2012 – January 2013

- Developed Android applications for use with [CellScope](#) hardware to process image data, with applications including diagnosing and treating disease

Skills and Coursework

Software Development

Ruby (on Rails), Python, Javascript, Coffeescript, AngularJS, Java, Git, Unix

Selected Coursework

Artificial Intelligence, Machine Learning, Algorithms, Signals and Systems, Engineering Firm Leadership, Microelectronic Circuits, Machine Structures, Operating Systems (Fall 2014), Networking (Fall 2014)