Calvin Li

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Education

University of California, Berkeley — Berkeley, CA

Bachelor of Arts in Computer Science — *Aug. 2018 – December 2022*

- Cumulative GPA: 3.49/4.00
- Relevant Coursework: Data Structures, Computer Architecture (Machine Structures), Discrete Mathematics and Probability Theory, Introduction to Software Engineering, Artificial Intelligence, Computer Security, Database Systems, Programming Languages and Compilers, Internet Architecture and Protocols

Experience

Veeva Systems — May 2022 – August 2022

Software Engineer Intern - UI Infrastructure — *Pleasanton, CA*

- Designed, built, and deployed a modular UI Developer Portal, allowing UI teams within Veeva to easily display API documentation and showcase live examples of custom React components and JavaScript functions
- Built frontend using React and Emotion CSS and wrote npm scripts to generate JSON documentation files
- Refactored legacy code within the internal Corgix UI platform to improve maintainability

Projects

Multi-Agent Search for Pac-Man | *Python* — Spring 2021

- Developed AI agents for playing games of Pac-Man
- Implemented minimax, expectimax, and alpha-beta pruning search algorithms to dictate agent behaviors
- Designed evaluation functions for comparison of various game states

Custom Logisim CPU | *RISC-V, Logisim, Git* — Summer 2020

- Used Logisim to create a two-stage pipelined CPU capable of executing RISC-V instructions
- Implemented ALU, registers, memory, branch comparator, immediate generator, control logic and CPU datapath
- Ensured thorough testing coverage by adding a full suite of unit, integration, and edge case tests

Numc | *C, Python, Git* — Spring 2020

- Programmed a version of numpy using C to perform various mathematical operations on matrices
- Designed a Python-C interface that would allow for the embedding of Python code within C functions
- Utilized OpenMP and SIMD instructions in order to optimize code runtimes and improve performance

Build Your Own World | *Java, Git* — Spring 2019

- Developed a 2-D maze exploration game with pseudorandomly generated map layouts
- Wrote functions for displaying a GUI and defined custom map tilesets
- Utilized fundamental version control practices for Git through working extensively with a teammate

Technical Skills

Languages: Proficient: Java, Python | Experience in: C, OCaml, SQL (Postgres), Ruby, HTML, JavaScript, CSS
Libraries and Frameworks: React, NodeJS, Rails, JUnit, React Testing Library, Jest, Webpack, Emotion
Developer Tools: Git, Gitlab, Jira, Sublime Text, IntelliJ, VSCode, Eclipse

Activities and Interests

No Limit Texas Hold'em Poker

- Teaching STAT 198, a course on principles of statistics and game theory within No Limit Texas hold 'em poker
- Analyzing and querying PostgreSQL databases to develop counterstrategies and exploit opponent tendencies
- Running and studying simulations of game theory optimal poker strategies

Pokémon Glitches

- Analyzing glitches in the first two generations of Pokémon games to understand and exploit memory safety vulnerabilities, buffer and stack overflows, and lack of input sanitization