ELDEN LI

eldenli11@berkeley.edu ◇ (408)·799·7027 ◇ http://linkedin.com/in/elden-li-1388a1141

EDUCATION

University of California, Berkeley *Expected Grad. Spring 2021*
B.A. Computer Science **GPA: 3.6**
Branham High School *Grad. Spring 2017*

RELEVANT COURSES

- **Computer Science:** The Structure and Interpretations of Computer Programs, Data Structures, Machine Structures, iOS Programming and Design Decal, Introduction to Artificial Intelligence, Computer Security, Introduction to Machine Learning
- **Data Science:** The Foundations of Data Science, Principles and Techniques of Data Science
- **Mathematics/Theory:** Discrete Math and Probability Theory, Efficient Algorithms and Intractable Problems, Multi-variable Calculus, Linear Algebra

SKILLS

Programming/App Development/Machine Learning

- Java, Python, MySQL, Firebase, HTML5/CSS3, ReactJS/Typescript, Swift, Flask, Pandas, Numpy, Soup, Go

Industry/Others

- Microsoft Excel, Database Management, Complex Searches, Cybersecurity/Edge Encryption, Git, Leadership, English, Mandarin, Cantonese

PROFESSIONAL EXPERIENCE

ServiceNow, Inc.

Software Engineer(Contract) - Platform Security ***August 2020 - Present***

- Contributing to the development of platform security and KMF in the Paris and Quebec releases

Software Engineering Intern - Edge Encryption ***May 2019 - Dec 2019***

- Created an Edge Encryption framework using AES-256 that encrypts all customer data on the client side and stores only cipher-text in the database
- Added search features including contains-search, prefix-search, and infix-search on >500,000 entries of encrypted data in <300 milliseconds
- Implemented AVL Trees on both the client and server side to establish a model of JSON-communication for changes to the clear-text and cipher-text trees during insert and search operations

Software Engineering Intern - Platform Development ***May 2018 - Aug 2018***

- Implemented the *Component State Validation* test step configuration for ServiceNow's automated testing framework by designing a page crawler that allows the user to validate the states (read-only, mandatory, etc.) of different HTML components on custom UI pages

Blings.io

Software Engineering Intern - Web Development ***May 2020 - August 2020***

- Implemented a user friendly web application in React/Typescript for company designers to easily interact with the product API when creating and editing videos

PROJECTS

- **Procare (IEOR 185 Final Project)**: Worked on a team to implement a data-driven workplace cloud infrastructure aiming to use ML to promote employee physical and mental wellness `https://github.com/clairelin135/procare` (*HTML5/CSS3, Python/Flask, Google Cloud Platform*)
- **Peazy Pay:** An iOS location-based credit card payment optimization app that uses a custom algorithm to inform the user which credit card will provide the greatest benefit based on the store they're visiting with the use of Google Maps API, Google Places SDK, other third-party APIs. `https://github.com/armanvaziri/PeazyPay` (*Swift, Firebase*)
- **Privacy Guard (Cal Hacks 5.0):** Designed a door-attachable magnetic sensor which, upon detecting movement, sends a signal to a Google Chrome extension that deletes all incognito tabs in 10 milliseconds `https://github.com/f16falcona46/Calhacks_2018` (*Tcl, Java, JS, Lua, NodeMcu, SQLite*)