

ESTHER LI

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EDUCATION

University of California, Los Angeles | *B.S. Computer Science* Sep 2018 - Jun 2022
• Officer at Upsilon Pi Epsilon Honor Society; Film Minor **GPA: 3.86**
• Coursework: Artificial Intelligence, Computer Graphics, Programming Languages, Algorithms & Complexity

SKILLS

Languages: C++, Python, Java, C, Lisp, OCaml, Scheme, JavaScript, HTML, CSS
Frameworks: AWS, NodeJS, ReactJS, Bootstrap, OpenGL/WebGL
Other: Blender, Maya, Adobe Photoshop, Lightroom, XD, Mandarin Chinese

WORK EXPERIENCE

PIMCO | *Software Engineering Intern* Jun 2020 - present
• Leveraged **AWS** and **NodeJS** to create a text-to-speech service accelerating compliance review of corporate media by 10x
• Designed an intuitive interface to support multi-speaker transcripts, build custom dictionary and suggest error corrections
• Regularly coordinated stakeholder meetings to develop design spec, recognize pain points and prioritize sprint objectives

Walt Disney Imagineering | *Software Engineering Intern* Jan 2020 - Apr 2020
• Analyzed and tested C++/C codebases of interactive attractions to identify risks and improve maintainability
• Compiled Theory of Operations detailing systems design and architecture for an upcoming gesture-tracking attraction
• Conducted research across studio teams to revise software guidelines and standardize code review process

NR3 | *Front-End Development Intern* Jun 2019 - Sep 2019
• Streamlined landing page using **Bootstrap** and data visualization of company progress in offsetting CO2 emissions
• Proposed design of member dashboard utilizing analytics engine to display carbon credits accumulated by each client
• Assisted in developing consistent branding and presentation of product to acquire partners

PROJECTS

Trader Throws Oct 2019 - Dec 2019
• Designed an interactive game using **JavaScript** and **WebGL**, with 3D assets via Blender and meshes via Procreate
• Incorporated physics-based animation, collision detection, custom shaders, mouse picking and camera transformations

Parallax 3D Sep 2018 - Dec 2018
• Created a **Python** script to stitch together photos taken by offset cameras to create a stereoscopic animation
• Enhanced precision by constructing a rig with laser positioning and automated post-production using **JavaScript**

IRVINE01 CubeSat Feb 2016 - Jun 2018
• Oversaw assembly and testing of power components for a nano-satellite from design to launch
• Proficient with soldering, clean-room etiquette, creating power budgets and presenting technical design reviews

LEADERSHIP

LA Hacks | *UI Design, previously Director of Operations* Sep 2018 - present
• Coordinated logistics for a 3-day hackathon of 1000+ attendees and handled transition to virtual event in only 2 weeks
• Oversaw run-of-show and actively negotiated with wholesale companies to lower costs of branded merchandise

Bruin Entrepreneurs | *Director of Events* Sep 2018 - May 2020
• Directed UCLA's Startup Fair, developed event website using **Bootstrap** and secured a majority of sponsors
• Rebranded and promoted product design initiatives like Designathon and 1000 Pitches resulting in over 2x engagement

Science Olympiad | *Team Captain* Jun 2015 - Jun 2018
• Lead school to 2nd place finish out of 455 teams in California and arranged travel, housing and logistics for 4 competitions
• Acquired and managed \$25,000 of funding through corporate outreach and community fundraisers

ACTIVITIES & HONORS

Photographer for the *Daily Bruin*, Fellow & Mentor at Rewriting the Code, Bio-Rad Scholarship for Science & Engineering, PwC Scholar at GHC 2019, UCLA Scholar at GHC 2020