

ESTHER LI

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EDUCATION

University of California, Los Angeles | B.S. Computer Science

Sep 2018 - Jun 2022

GPA: 3.86

- Upsilon Pi Epsilon Honor Society; Film Minor
- Coursework: Artificial Intelligence, Computer Graphics, Programming Languages, Algorithms & Complexity

SKILLS

Languages: C++, Python, Java, JavaScript, HTML, CSS, C, Lisp, OCaml, Scheme

Frameworks: AWS, AngularJS, 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 speech recognition service to accelerate compliance review of corporate media
- Designed an intuitive interface with **AngularJS** to support multi-speaker transcripts, error detection and SSO management
- 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++** 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
- Leveraged physics-based animation, collision detection, custom shaders, mouse picking and camera transformations
- Enhanced user experience by establishing a cohesive style guide and intuitive page layout

Parallax 3D

Sep 2018 - Dec 2018

- Created a **Python** script to stitch together photos taken by offset cameras to create a stereoscopic animation
- Automated post-production process in Photoshop using **JavaScript** to improve image alignment and coloring
- Enhanced precision by constructing a rig with laser positioning and infrared sensing to reproduce consistent results

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
- Initiated internal forum to facilitate communication among 100+ students and industry professionals

LEADERSHIP

LA Hacks | UI Designer, Director of Operations

Sep 2018 - present

- Coordinated logistics for a 3-day hackathon of 1000+ attendees and handled transition to virtual event in 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 **HTML/CSS** 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 at the *Daily Bruin*, Rewriting the Code Fellow, Girls Who Code Mentor, PwC Scholar at Grace Hopper 2019