

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; Minor in Film & TV **GPA: 3.86**
• Coursework: Machine Learning, Computer Graphics, Programming Languages, Algorithms, Data Mining

SKILLS

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

WORK EXPERIENCE

PIMCO | *Software Engineering Intern* Jun 2020 - Aug 2020
• Leveraged **AWS** + **NodeJS** to create a text-to-speech service accelerating compliance review of corporate media by 10x
• Designed interface with **NodeJS** + **Express** to support multi-speaker transcripts, custom dictionaries, error correction
• 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 upcoming gesture-tracking attractions
• Conducted research across studio teams to revise software guidelines and standardize code review process

NR3 | *Front-End Development Intern* Jun 2019 - Sep 2019
• Streamlined UI using **Bootstrap** and visualized data to highlight company progress in offsetting carbon emissions
• Proposed design of member dashboard and developed consistent branding to improve overall company presentation

PROJECTS

Scrappy Aug 2020 - present
• A series of **Python** + **Selenium** web scrapers that aggregate statistics from news media for personal finance interests

Trader Throws Oct 2019 - Dec 2019
• An 3D game made with **JavaScript** + **WebGL**, with assets created via Blender and meshes via Procreate
• Applied knowledge of physics-based animation, bump mapping, camera transformations and mouse picking

Parallax 3D Sep 2018 - Dec 2018
• A **Python** script that stitches together photos taken by offset cameras to create a stereoscopic animation
• Automated post-production in Photoshop and constructed rig to improve image alignment

IRVINE01 CubeSat Feb 2016 - Jun 2018
• A nano-satellite launched into low-earth orbit in 2018, assembled with deployable solar arrays and Lithium-ion batteries
• Developed proficiency in 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, secured a majority of sponsors, and oversaw website development and marketing campaigns
• 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 out of 455 teams; handled preparation 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, UCLA Grace Hopper Scholar, PwC Grace Hopper Scholar, Bio-Rad Scholarship for Engineering