

ESTHER LI

esther.li@ucla.edu | estherwli.github.io | linkedin.com/in/estherwli

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
- Coursework: Machine Learning, Computer Graphics, Programming Languages, Algorithms, Data Mining

GPA: 3.86

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

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 | *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 finish out of 455 teams; acquired \$25,000 of funding from corporate outreach and fundraisers

ACTIVITIES & HONORS

Photographer at the *Daily Bruin*, Fellow & Mentor at Rewriting the Code, UCLA Grace Hopper Scholar, PwC Grace Hopper Scholar, Bio-Rad Scholarship for Science and Engineering