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: 3.9/4.0**
- Coursework: Machine Learning, Computer Graphics, Data Structures & Algorithms, Data Mining

SKILLS

Languages: C++, Python, Java, C, JavaScript, HTML, CSS, Lisp, OCaml, Scheme
Frameworks: AWS (S3, Lambda, SNS, Transcribe), NodeJS, ReactJS, Bootstrap, OpenGL/WebGL
Other: Blender, Maya, Figma, Adobe Creative Cloud (Photoshop, Lightroom, XD)

WORK EXPERIENCE

PIMCO | *Software Engineering Intern*   Jun 2020 - Aug 2020
- Leveraged **AWS + NodeJS** to create a text-to-speech service; accelerated compliance review of corporate media by 10-fold
- Built beta product with **NodeJS + ExpressJS** to support multi-speaker transcripts, custom dictionaries, error correction
- Regularly coordinated stakeholder meetings to develop design spec 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 for upcoming gesture-tracking attractions, turned over to Parks
- Researched across studios to revise software guidelines; standardized code review process with improved documentation

NR3 | *Front-End Development Intern*   Jun 2019 - Sep 2019
- Streamlined UI using **Bootstrap** and visualized data to highlight company progress in offsetting carbon emissions
- Built preliminary 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 media outlets for personal finance interests

Trader Throws   Oct 2019 - Dec 2019
- A 3D game made using **JavaScript + WebGL**, with assets created via Blender and meshes via Procreate
- Features include physics-based animation, collision detection, 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; focused on assembly of 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 and guest experience for a 3-day hackathon with 1000+ attendees
- 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, securing $10,000 from sponsorships and +20% engagement from social media marketing
- Rebranded and promoted product design initiatives like Designathon and 1000 Pitches resulting in +90% attendance

Science Olympiad | *Team Captain*   Jun 2015 - Jun 2018
- Lead school to 2nd place out of 455 teams; handled preparation and logistics for 4 competitions
- Raised $25,000 in 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