

Grace Li

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EDUCATION

University of California, Berkeley | Berkeley, California
Computer Science, Credits Completed: 101 units, GPA: 3.71

Expected May 2018

TECHNICAL SKILLS

Languages: Java, Python, C, MIPS, R, SQL, Scheme/LISP, Go, C#, HTML, CSS, PHP

Operating Systems: Mac OS, Unix, Windows

Other: IntelliJ, RStudio, LaTeX, Vim, Git, XML, Hadoop/Spark, NumPy, MySQL, Maya, Unity, Adobe Photoshop, Premiere Pro, and After Effects, Microsoft Office Word, PowerPoint, and Excel

PROJECTS

MIPS assembler

- Used C to develop a two-pass assembler to translate a set of MIPS instructions to machine code as part of course project

Unity-based Game

- Interactive two-player game coded in C#. Built during the Cal Hacks 3.0 Hackathon at UC Berkeley
- Featured a random sprite generator and keyboard controlled player

Trip Finder and Make File

- Built two clients in Java using an underlying graph API. Implemented features of the graph package including a depth-first traversal and A-star traversal of a directed graph
- Adapted these functionalities for use in creating a make file client that output the necessary commands to rebuild a set of targets and a trip finder client that output the shortest route between two given locations

Ataxx Game

- Command-line utility board game written in Java. Featured two play modes: one where the user plays against an AI, and one where two AI play against each other
- Implemented AI using a mini-max game tree and parsed commands using Java regex classes

Ants vs. Bees Game

- Used Python, functional and object-oriented programming paradigms to build an interactive game as a class project

Scheme Interpreter

- Used Python to develop an interpreter for the Scheme/Lisp functional language to better understand the design and implementation of a programming language

WORK EXPERIENCE

UC Berkeley

Lab Assistant (CS 61A, CS 61B)

July 2016 – Present
Berkeley, CA

- Explained coding concepts from lecture to assist in lab sessions of at least 25 students
- Administered weekly check-off quizzes to individual students in order to gauge understanding and provide concept reinforcement

Cal Calling Center

Tier 1 Caller

Feb 2016 – May 2016
Berkeley, CA

- Contributed to raising \$10,000+ daily for UC Berkeley's scholarships, Career Center, and student services
- Networked with 125+ alumni and graduating seniors daily through phone calls

EXTRACURRICULARS

Artistic Development for Animation

Student Facilitator

May 2016 – Present
Berkeley, CA

- Led lectures every week, covering topics on the pre-production animation pipeline such as color scripts and animatics, for a class of 30+ students
- Revamped course website to include online syllabus and interactive lab tutorials, as well as managing weekly course assignment updates
- Developed course logistics, facilitated in-class group critiques, and hosted office hours

3D Modeling and Animation

Project Manager

September 2016 – December 2016
Berkeley, CA

- Supervised a 5-member team's creation of a 1-minute long 3D animated short over the course of 12 weeks
- Organized deadlines and delegated responsibilities to each member of the team, instrumental in ensuring timely completion of the short

Virtual Reality at Berkeley

Outreach Director

October 2016 – January 2017
Berkeley, CA

- Forged relationships with companies and people in the immersive film industry in order to secure partnerships, recruit speakers, and get donations in funds and equipment
- Formulated new story ideas to explore immersive film's potential as a narrative medium