

Daniel Ming-Xue Li

<http://lilshim.github.io>

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EDUCATION

University of California, Berkeley

Expected Graduation Date: May 2017

B.A. Computer Science & B.A. Cognitive Science

- Relevant Coursework: Structure and Interpretation of Computer Programs, Data Structures, Machine Structures, Discrete Mathematics and Probability Theory, Efficient Algorithms and Intractable Problems, Artificial Intelligence, Databases, Networking Architecture, Computational Models

WORK EXPERIENCE

Quad | thequad.com

September 2015 – Present

Software Engineering Intern

- Implemented core JSON RESTful API methods that allow students to upvote, un-upvote, and comment on discussions
- Expanded Android App with 25+ views displaying task details, discussions, comments, and notifications
- Improved core API with 15+ core models, 20+ feature tests, 25+ application services, and several forms and factories
- Used RxJava to compose asynchronous and event-based methods and Retrofit for authenticating and interacting with API

Cal Blueprint | ashby-staging.herokuapp.com

June 2015 – December 2015

Project Leader

- Led a team of 4 developers to design, develop, and launch a Ruby on Rails social application in 12 weeks for Ashby Village
- Integrated administrative dashboard for Village staff to manage data with CRUD operations through intuitive interface
- Designed architecture compatible with various types of data exports, and flexible for future maintenance and development
- Managed 20+ user tests & interviews to design a tailored user-interface and to address common accessibility issues

Kloudless | kloudtransfer.herokuapp.com

May 2014 – September 2014

Software Engineering Intern

- Programmed Django application that copies data on demand from any cloud service from one individual to another
- Prototyped and implemented on-boarding process with OAuth and integrated Kloudless' API for file exploration on cloud

UC Berkeley Student Affairs Information Technologies | rescomp.berkeley.edu

January 2014 – December 2015

Lead Desktop Engineer, former Network Engineer

- Led Desktop Engineering and provided support for Desktop teams in providing support for 1,500+ campus computers
- Collaborated with Windows System Administrators in restructuring directory architecture containing campus-wide data
- Spearheaded development of images used on touch-screen monitors and video walls to allow students to reserve rooms
- Virtualized 60+ applications for campus clients through Microsoft Application Virtualization
- Ensured the security of UC Berkeley's private information with patching and maintenance using IBM Endpoint Manager

PROJECTS

Interactive Data Visualization | github.com/lilshim/stock-data-visualize-demo

June 2015

AT&T Virtual Reality Hackathon

- Engineered an immersive virtual reality framework for real-time data visualization on Gear VR with Unity Game Engine
- Aggregated and processed stock data realtime with Yahoo's Finance API, Unity, and Oculus Mobile SDK for live demo
- Enabled users to walk into data represented by dots and curves, zoom, pinch and travel in 4 dimensions

Project Homeless Connect Android App | github.com/calblueprint/PHC

January 2015 – May 2015

Cal Blueprint Developer

- Developed app for Project Homeless Connect to track social and medical services for 75,000 homeless San Franciscans
- Implemented checkout form view to track services requested but not received, received services, and additional comments
- Created functionality that dispatches checkout data to Rails server to update existing records on Salesforce database

Myo SurgicalSim | github.com/lilshim/myo-surgery-sim

January 2015

L.A. Hacks

- Integrated Myo with Surgical Sim with Myo SDK and demoed with 50+ test users

DeNero Noises | lilshim.github.io/soundboard

October 2013

Berkeley's Computer Science Undergraduate Association Hackathon

- Built interactive soundboard using clips of Professor DeNero's lectures with interface resembling CS61A's course website

LEADERSHIP EXPERIENCE

Cal Blueprint | calblueprint.org

December 2015 – Present

Internal Vice President

- Supervised all internal affairs of the club and managed the club's internal officers
- Responsible for management of the budget and distribution of funds