

# Daniel Ming-Xue Li

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## EDUCATION

### UC BERKELEY

BA IN COGNITIVE SCIENCE

MINOR IN COMPUTER SCIENCE

Expected May 2017 | Berkeley, CA

## LINKS

Github:// [lilshim](#)

LinkedIn:// [danielmxli](#)

## COURSEWORK

CS61A (Python)

CS61B (Java & Data Structures)

CS61C (C, Mips, & Computer Architecture)

CS170 (Algorithms & Intractable Problems)

CS168 (Networking)

CogSci 131 (Computational Models)

## SKILLS

### PROGRAMMING

Proficient:

Python • Java • Ruby on Rails • HTML5 • CSS3

Working:

Javascript • Android • C

## EXPERIENCE

### QUAD | SOFTWARE ENGINEERING INTERN

September 2015 – Present | San Francisco, CA

- Building application that instantly generates a calendar with class times, due dates, office hours and more for your class schedule, allows you to see who else is in your class so you can directly message classmates and share resources through Quad.
- Contributed over 10,000 lines of code in building various core components of Android application and Rails API

### CAL BLUEPRINT, NONPROFIT | PROJECT LEADER

June 2015 – December 2015 | Berkeley, CA

- Designed, developed, and launched Ruby on Rails social web application in 12 weeks for partner organization Ashby Village, senior community
- Increases village's social interaction, and improves communication platform through group creation, indexing, post functionality and more
- Managed weekly client meetings and development sprints with 5 developers
- Ran 20+ user tests & interviews to iterate upon prototypes for accessibility and empathetic design

### STUDENT AFFAIRS - INFORMATION TECHNOLOGIES, UC BERKELEY | LEAD DESKTOP ENGINEER

January 2015 – December 2015 | Berkeley, CA

- Managed Desktop Engineering team in providing support for 2,000+ computers across campus
- Created and managed 10+ Windows and Mac images for various clients
- Updated and maintained 30+ applications for clients through Microsoft Application Virtualization and IBM Endpoint Manager

### KLOUDLESS | SOFTWARE ENGINEERING INTERN

June 2014 – September 2014 | Berkeley, CA

- Created demo app to extend and improve Kloudless' product offerings
- Built with Django and Kloudless' newly released cloud storage API

## PROJECTS

### INTERACTIVE DATA VISUALIZATION | AT&T VR HACKATHON

June 2015 | San Francisco, CA

Designed an immersive virtual reality framework for real-time data visualization on Gear VR with Unity Game Engine. Enabled users to walk into data represented by dots and curves, zoom, pinch and travel in 4 dimensions.

### PROJECT HOMELESS CONNECT MOBILE | CAL BLUEPRINT

January 2015 – May 2015 | Berkeley, CA

Developed Android app with Blueprint team to track social and medical services for 75,000 homeless San Franciscans. Fully digitizes all transactions at events, provides direct storage of client information into Salesforce, enables tracking of services via QR code scanning, and allows for the organization to move to a data-driven approach of service-providing.

### MYO-SURGICALSIM | LA HACKATHON

Mar 2015 | Los Angeles, CA

Integrated Myo, a wearable gesture control armband, with Surgical Simulator, an over-the-top operation sim game, with Myo SDK