

Daniel Li

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EDUCATION

University of California, Berkeley

May 2017

B.A. Cognitive Science, Minor Computer Science

- Relevant Coursework: Efficient Algorithms and Intractable Problems, Artificial Intelligence, Databases, Networking Architecture, Computational Models, Computer Security, Operating Systems

WORK

Stripe

May 2017 – August 2017

Software Engineering Intern

- Built a new document signing experience for Atlas, a major user touchpoint previously vulnerable and under-branded
- Improved Atlas by moving signing ceremony to stripe.com, driving signature conversion rates and decreasing time-to-sign
- Managed product and engineering milestones: timelines, sprints, UX, UI (React), implementation details, and security risks
- Programmed extensively in Ruby to improve document signing library and internal document management tooling

Salesforce

May 2016 – August 2016

Software Engineering Intern

- Worked on a full stack project for Community to develop analytics integrations, guided design discussions for UI & API
- Enabled businesses to track user activity, more accurately reach customers, and learn about page event interactions
- Implemented new Aura components in Java, allowing customers to stream custom interaction events to Google Analytics

Quad

September 2015 – November 2016

Software Engineering Intern

- Expanded core Android, iOS, and Web app by using React Native, Flux, Relay, RabbitMQ
- Implemented core JSON RESTful API methods that allow students to upvote, un-upvote, and comment on discussions
- Improved core API with 15+ core models, 20+ feature tests, 25+ application services, and several forms and factories

Cal Blueprint

June 2015 – December 2015

Project Leader

- Trained & led 4 developers to design, develop, and launch a Rails application in 12 weeks for Ashby Village pro bono
- Managed 20+ user tests & interviews to design a tailored user-interface and to address common accessibility issues

Kloudless

May 2014 – September 2014

Software Engineering Intern

- Programmed a Django app that copies data from any cloud service from one individual to another using Kloudless API

UC Berkeley Student Affairs Information Technologies

January 2014 – December 2015

Lead Desktop Engineer, former Network Engineer

- Hired & led Desktop Engineering team, supported 1,500+ campus computers and UC Berkeley desktop teams
- Improved campus desktop security by virtualizing 60+ apps for clients with Microsoft AppV & IBM Endpoint Manager

OPEN SOURCE PROJECTS

Forte

September 2016 - December 2016

Cal Blueprint

- Created a Rails application that helps Forte match teachers with students, and schedule individual music lessons pro bono

Treasure

June 2016

Greylock Hackfest

- Used React Native to build iOS social application that allows user to interact with and create hyper-localized messages

Interactive Data Visualization

June 2015

AT&T Virtual Reality Hackathon

- Engineered an immersive VR 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

Project Homeless Connect

January 2015 – May 2015

Cal Blueprint

- Developed an Android app for PHC to track social and medical services for 75,000 homeless San Franciscans
- Created functionality that dispatches checkout data to Rails server to update existing records on Salesforce database

LEADERSHIP

Cal Blueprint

December 2015 – May 2017

President, former Internal Vice President

- Directed a student run organization that provides pro bono both web and mobile apps development for other non-profits
- Cumulatively, led 50+ members, aided 15+ nonprofit partners, helped raise \$300k+ for in-need communities, and impacted 500k+ individuals while also personally coding for many of the apps