

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

- Implemented new Stripe Atlas document signing experience, improved security, branding, and ease of signing documents
- Drove signature conversion rates and decreased time-to-sign documents for all Stripe Atlas companies
- Managed product and engineering milestones: timelines, sprints, UX, UI, implementation details, and security risks
- Improved document signing library and internal document management tools by extending the DocuSign API integration

Salesforce

May 2016 – August 2016

Software Engineering Intern

- Improved Community Builder by integrating Google Analytics to enable customers to track page events, views, and more
- Implemented Aura components that allow customer and official components to send events to any analytics provider

Quad

September 2015 – November 2016

Software Engineering Intern

- Implemented core JSON RESTful API methods that allow students to upvote, un-upvote, and comment on discussions
- Expanded core Android, iOS, and Web app by using React Native, Flux, Relay, RabbitMQ
- 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
- Spearheaded development of images used on touch-screen monitors and video walls to allow students to reserve rooms

OPEN SOURCE PROJECTS

Forte

September 2016 - December 2016

Cal Blueprint

- Created a web application that helps Forte match suitable teachers with students, and schedule individual music lessons

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 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

LEADERSHIP

Cal Blueprint

December 2015 – May 2017

President, former Internal Vice President

- Directed a nonprofit organization that develops both web and mobile apps for other nonprofits pro bono
- 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