

JAMES LI

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EDUCATION

University of Southern California

Expected May 2026

Bachelor of Science in Computer Engineering and Computer Science

GPA: 3.97,

Presidential Scholarship recipient, Dean's List.

Relevant coursework: Data Structures, Embedded Systems, Linear Algebra, Differential Equations, Discrete Math, Multivariable Calculus, Data Structures, Algorithms, Computing Systems, Distributed Systems

EXPERIENCE

BottleUp

May 2023 – Present

Software Engineer

- Responsible for the development of business-critical user and vendor mobile apps with React Native in TypeScript while collaborating directly with the CEO to offer improvements and refine the product.
- Hired and managed junior developers to assist in the development of front-end components.
- Created the payments integration, responsible for all incoming revenue and outgoing vendor payouts.
- Developed a secure order fulfillment backend with PostgreSQL and Typescript, guaranteeing fast and private storage of user data while preventing race conditions from concurrent operation and unexpected cancellations.

AI Insurance

June 2023 – July 2023

QA Tester

- Uncovered fundamental bugs and crashes in the company's new insurance application platform, which would otherwise have permanently corrupted customer data.

Firefly

March 2023 – June 2023

Co-Founder/Software Engineer

- Built the product's embeddable widget and customer-facing dashboard website with React/Next.js, Typescript, and PostgreSQL, resulting in a win for Judge's Choice at LavaLab's Demo Night.
- Worked with project manager to develop a business model and determine the product's core valuable proposition.
- Collaborated with designer to create and refine a smooth and instantly understandable user interface.

Upful.ai

January 2023 – May 2023

Technical Intern

- Worked with the CTO to build the backend analytics pipeline with AWS Glue and PySpark to track the successfulness of the product's coaching recommendations.
- Generated valuable insights into differing product effectiveness for various classes of users.

Consumer Affairs

February 2021 – January 2023

Data Analyst

- Analyzed, cleaned, and processed government data sources with Pandas and Numpy into comprehensive and digestible datasets that were used to write articles and content, driving a notably high amount of engagement.
- Built a specialized system of Python programs to simplify the process of calculating state or city-level rankings with the US Census API, based on various qualitative attributes, like housing quality and safety.

SoFlo SAT Tutoring

August 2021 – March 2022

Software Engineer

- Developed a chat autoresponder on a Node Express server to automate customer acquisition, which directly increased lead retention rates and search ranking while eliminating all manual labor from initial lead messaging.
- Automated the generation of test answer explanation courses on Teachable from videos uploaded to Loom using Puppeteer and Node.js, reducing excessively tedious work and creating another avenue of customer acquisition.

PROJECTS

Infinite Procedural Terrain Generator | C++, OpenGL, CMake

October 2022

- Uses multi-threading to efficiently generate a landscape in a low-poly art style.
- Wrote a custom Poisson Distribution module, allowing for concurrent chunk generation with no loading time.
- Created a purpose-built mesh generator to seamlessly stitch together discrete Delaunay Triangulations.

TECHNICAL SKILLS

Languages: JavaScript, TypeScript, Python, C++, SQL, Java, GLSL, HTML/CSS

Frameworks: React, Next.js, React Native, Node.js, Qt/QML, Pandas, Numpy, PySpark, d3.js, Bootstrap, Puppeteer, Plotly

Technologies: AWS, PostgreSQL, Stripe, MongoDB, Stripe, OpenGL, WebGL, Linux, Git, Cloudflare, AWS Glue