

Jayleen Li CV

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EDUCATION

University of California, Santa Barbara

Bachelor of Computer Science

Sep 2017 – Jun 2021

Dean's Engineering Honors | College of Engineering Honors Scholar

TECHNICAL SKILLS

Proficient: Python, Java, C++, JavaScript, TypeScript, Ruby, SQL, HTML/CSS, BASH
Experienced: Flask, React, GCP, AWS, Android, PHP, Angular, REST, Node.js, NoSQL

WORK EXPERIENCE

Palo Alto Networks

Aug 2021 – Present

Prisma Access Software Engineer – Santa Clara, CA

- Revamped previous notification and alert email microservice to GCP pub/sub, BigQuery and CloudSQL model.
- Automated cloud database migration into microservice and automated confluence documentation process to facilitate team workflow.
- Presented research on new methods to collect telemetry for team code repositories.
- Developed customer-facing APIs for consumer security wifi product Okyo and internal SRE APIs to send notifications.

University of California Santa Barbara

Mar 2021 – June 2021

Undergraduate Learning Assistant (part time) – Santa Barbara, CA

- Learning Assistant for CS148, a course on software development practices where students build a team project together using Agile.
- Taught a lecture on web technologies and frameworks for students.

Cisco Meraki

Sep 2020 – Dec 2020

CNG Technical Full-Stack Intern – San Francisco, CA

- Built cellular usage trackers and dashboard graphs for Meraki's cellular gateway devices using Ruby, React, and Scala.
- Integrated new API endpoints for tracking cellular usage data and started research into a telemetry patent.

Palo Alto Networks

Jun 2020 – Sep 2020

Prisma Access Software Engineer Intern – Santa Clara, CA

- Built a framework in Python and AWS for customers to remotely run diagnostic commands on cloud firewalls and collect system info.
- Implemented a distributed system protocol between multiple firewalls to ensure non-conflicting aggregated output.
- Placed 2nd out of 50+ teams at PANW's internal hackathon by developing an application to create awareness on publicly available information on social media that could be maliciously used in a social engineering attack.

ADTRAN Inc.

Aug 2019 – Dec 2019

Software Engineering Intern (Part Time) – Santa Barbara, CA

- Designed an Apache Python Flask app for 25+ service providers to edit router manifest files with version control on the cloud.

Looker (Acquired by Google Cloud)

Jun 2019 – Aug 2019

Software Engineering Intern – Santa Cruz, CA

- Developed a customized REST URL system for company's data analytic dashboards in Ruby, SQL, React and TypeScript by creating new endpoints, restructuring the dashboard database and creating new React modules.
- Built the foundations for a Pocket Edition Android app in Java at an internal hackathon to show personal and shared dashboards.
- Created unit tests for new endpoints and fixed Ruby SQL injection vulnerabilities in an Agile environment.

SmartRG

Feb 2018 – Sep 2018

Software Development Intern – Santa Barbara, CA

- Created automatic language localization with BASH and Python scripts for SmartRG's User Interface in 20+ new languages.
- Prepared technical documentation in JIRA for future employees to continue using the scripts.
- Established a unique network packet interface to monitor real-time WiFi traffic status with Angular, JavaScript and CloudShark.

PROJECTS

AR Sandbox Aquarium

Feb 2021 – Mar 2021

- Researched into 2D images to 3D object model conversion and created an Android app that lets users take their 2D fish drawings and convert them into 3D models in real time to place in their room in augmented reality.

Compurator

Jan 2020 – Mar 2020

- Led the project team to create an AWS-deployed serverless React application that compares laptops through a web extension.
- Developed the backend REST lambda endpoints with Python and MongoDB to store web scraped laptop metadata and user data.

EEG Classification (Undergraduate Research Assistance at Four Eyes Lab, UCSB)

Feb 2019 – Jun 2019

- Worked on a deep learning Python model with PhD students on the relationship between electroencephalograms (EEG) and human computer interaction. A paper on the project was submitted to CHI 2020.

Type Type Revolution

Jan 2020 – Mar 2020

- Developed backend database and matchmaking algorithms for the server-less web game in JavaScript and Firebase at SLO Hacks.

Additional information and projects on [Github](#) / [Personal Site](#)

LEADERSHIP & AFFILIATIONS

SB Hacks

Feb 2019 – Apr 2021

Sponsorship Team Lead and Organizer – Santa Barbara, CA

- Directed our sponsorship strategies to manage the \$40k+ budget for SB Hacks, an annual 400-person hackathon at UCSB.
- Led the judging process, planned out the logistics, and coordinated marketing for SB Hacks VI in 2020.
- Developed internal management tools in Python and fixed the application website with Node.js and HTML/CSS (sbhacks.com).

Society of Asian Scientists and Engineers (SASE)

Sep 2017 – Jun 2018

Webmaster Chair and Programming Committee Member – Santa Barbara, CA

- Developed the website(saseucsb.com) and organized the 2018 SASE Regional West conference of 200+ university students.

HOSTED WORKSHOPS & SPEAKING EVENTS

• <i>Girls in ICT Day: Panelist</i>	May 2021	• <i>SB Hacks VII: Intro to Hackathons</i>	Jan 2021
• <i>Womxn Hacks 3.0: Intro to Android</i>	Apr 2021	• <i>SB Hacks: Intro to Web Apps</i>	Nov 2020
• <i>SB Hacks VII: Opening & Closing Ceremony</i>	Jan 2021	• <i>Helloo Hacks: Speaker</i>	Aug 2020
• <i>SB Hacks VII: Intro to HTMLCSS/JavaScript</i>	Jan 2021	• <i>Emerging Alternative Internet: Student Panelist</i>	Jan 2021
• <i>SB Hacks VII : Intro to APIs</i>	Jan 2021	• <i>Coders SB Panelist</i>	Oct 2019, Oct 2020

AWARDS

• <i>QWER Hacks: Best Hardware Hack</i>	2021	• <i>SLO Hacks: Best Web Domain and Best Game Design</i>	2019
• <i>oSTEM National Conference Hackathon: 1st Place</i>	2020	• <i>BPA: Java Programming State Qualifier</i>	2016, 2017
• <i>Palo Alto Networks internal hackathon: 2nd Place</i>	2020	• <i>CodeDay Dallas Hackathon: 1st Place Overall</i>	2016
• <i>IEEE AI Hacks: First Place Winner</i>	2019	• <i>IBM Master the Mainframe: Level One Winner</i>	2016, 2017