

# Jayleen Li

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## EDUCATION

### University of California, Santa Barbara

Bachelor of Computer Science

Jun 2021

Dean's Engineering Honors | College of Engineering Honors Scholar

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## TECHNICAL SKILLS

**Experienced in:** C++, Python, JavaScript, Ruby, Java, BASH, UNIX Script, PHP, C#, SQL, Linux Systems  
**Web Technologies:** AngularJS, HTML5, CSS, AJAX, JSON, Node.js, Chrome Extensions

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## WORK EXPERIENCE

### Looker (Acquired by Google Cloud)

Jun 2019 – Present

#### Software Engineering Intern

- Worked with Ruby to develop a customized URL system for Looker's dashboard and visualizations using REST.
- Fixed multiple bugs related to dashboard modules and SQL insertions with Ruby and CoffeeScript(JavaScript).

### SmartRG

Feb 2018 – Sep 2018

#### Software Development Intern

- Developed and prepared technical documentation in JIRA for the automatic language localization project which translated SmartRG's User Interface in 20+ new languages with Python, BASH, and Google Translate API.
- Established a unique network packet interface to monitor real-time status of WiFi traffic using AngularJS and CloudShark.
- Produced and released customized firmware for service providers based on client preferences.

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## PROJECTS

### EEG Classification

Feb 2019 – Present

#### Undergraduate Research Assistant at Four Eyes Lab, UCSB

- Worked under PhD students in the lab to create a deep learning model on electroencephalograms(eeg) to predict human action.
- Applied Fast Fourier Transformations on eeg data to feed into the machine learning model in Python.

### Mineyeeter

Feb 2017

#### Co-creator and Developer

- Worked with a team of four at HackSC to create a Minesweeper inspired multiplayer web VR game using A-frame in HTML, JavaScript, and Google's Firebase API.

### Type-Type-Revolution

Feb 2019

#### Application Developer

- Led a team of four to develop Type-Type-Revolution, a web-based multiplayer typing game written in JavaScript and Firebase API at SLO Hacks 2019. The game won Best Website Domain and Best Game Design at the hackathon.

### Genre-ator

Jan 2019

#### Application Developer

- Collaborated with three team members to create a research-oriented Machine Learning platform for genre to genre music conversion at SB Hacks V using Google Cloud Platform's Machine Learning Engine on a Node.js and Python Flask Framework.

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## AFFILIATIONS

### SB Hacks

Apr 2019 – Present

#### Lead Logistics Coordinator

- Helped coordinate budget, gathered sponsors, and coordinated the logistics for the 300+ person annual hackathon at UCSB.

### Wired Hacks

Dec 2017 – Feb 2018

#### Organizer and Web Developer

- Founding team member and website developer for the first-ever hardware hackathon at UCSB, Wired Hacks ([wiredhackssb.com](http://wiredhackssb.com)), hosted by Theta Tau and the Institute of Electrical and Electronics Engineers (IEEE).

### Society of Asian Scientists and Engineers (SASE)

Sep 2017 – Present

#### Webmaster Chair and Programming Committee Member (Oct 2017- Jun 2018)

- Webmaster chair for SASE's website ([saseucsb.com](http://saseucsb.com)) and programming committee member that organized the 2018 SASE Regional West conference for 200+ university students.

### Society of Women Engineers (SWE)

Sep 2017 – Present

#### Industry Committee Member (Nov 2017- Feb 2018)

- Part of the committee that hosts *Evening with Industry*, a paneling event for engineering companies.

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## AWARDS

- IEEE AI Hacks 2019: First Place Winner 2019
- SLO Hacks 2019: Best Website Domain and Best Game Design 2019
- Business Professionals of America: Java Programming Two-time State Qualifier 2016, 2017
- CodeDay Dallas Hackathon: 1st Place Overall 2016
- IBM Master the Mainframe: Two-time Level One Winner 2016, 2017