Jayleen Li

(214)335-4913 | jayleenli17@gmail.com | linkedin.com/in/jayleen-li | github.com/jayleenli | jayleenli.github.io/

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

Programming Languages: Java, Python, C++, JavaScript, TypeScript, Ruby, SQL, HTML & CSS, BASH
Technologies/Tools: Flask, Angular, React.js, PHP, JSON, Firebase, Apache

WORK EXPERIENCE

ADTRAN Inc. **Aug 2019 – Dec 2019**
Software Engineering Intern
- Designed and developed a Python Flask web application hosted on Apache2 to give 25+ service providers the ability to upload, edit, and create version control of router manifest files through cloud services.

Looker (Acquired by Google Cloud) **Jun 2019 – Aug 2019**
Software Engineering Intern
- Developed a customized REST URL system for company's data analytic dashboards in Ruby, React and TypeScript.
- Designed the foundations for a Pocket Edition Android app at an internal hackathon for users to see his/her personal and shared dashboards within the app.
- Implemented unit testing and fixed SQL injection application vulnerabilities in Ruby.

SmartRG **Feb 2018 – Sep 2018**
Software Development Intern
- 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 status of WiFi traffic using AngularJS and CloudShark.

PROJECTS

EEG Classification **Feb 2019 – Jun 2019**
Undergraduate Research Assistant at Four Eyes Lab, UCSB
- Worked with PhD students on a deep learning model of the relationship between electroencephalograms(eeg) graphs and human computer interaction. A paper on the project was submitted to CHI 2020.
- Applied Fast Fourier Transformations on eeg data to feed into the machine learning model in Python.

Mineyeeter **Apr 2019**
- 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**
- 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.

Additional projects on Github | Personal Site

LEADERSHIP & AFFILIATIONS

SB Hacks **Apr 2019 – Present**
Lead Coordinator and Developer
- Actively built relationships with company sponsors and managed the $40k+ budget for the annual 400-person hackathon at UCSB.
- Lead the judging process, planned out the logistics, and coordinated marketing for SB Hacks VI.
- Developed landing page and application website for hackers to submit applications and check for acceptance status (sbhacks.com).

Wired Hacks (Hosted by Theta Tau and IEEE) **Dec 2017 – Feb 2018**
Organizer and Web Developer
- Founding team organizer and website developer for the first-ever hardware hackathon at UCSB, *Wired Hacks.*

Society of Asian Scientists and Engineers (SASE) **Sep 2017 – Jun 2018**
Webmaster Chair and Programming Committee Member
- Developed the website and organized the 2018 SASE Regional West conference that hosted 200+ university students.

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