

Jayleen Li

Cell: (214)335-4913 | jayleenli17@gmail.com | www.linkedin.com/in/jayleen-li | <https://github.com/jayleenli> | <https://jayleenli.github.io/>

EDUCATION

University of California, Santa Barbara

Bachelor of Computer Science

Jun 2021

Dean's Engineering Honors | College of Engineering Honors Scholar

TECHNICAL SKILLS

Experienced in: Python, JavaScript, Ruby, Java, SQL, C++, BASH, UNIX Script, PHP, C#
Web Technologies: AngularJS, React, TypeScript, HTML5, CSS, JSON, Chrome Extensions

WORK EXPERIENCE

Looker (Acquired by Google Cloud)

Jun 2019 – Present

Software Engineering Intern

- Developed a customized REST URL system for Looker's data analytic dashboards in Ruby.
- Fixed multiple bugs related to dashboard modules and SQL insertions with Ruby and CoffeeScript(Javascript).
- Set the foundation with another intern for a Looker Pocket Edition Android app at Looker's internal hackathon that allows a user to log in and see his/her personal and shared dashboards within the app.

SmartRG

Feb 2018 – Sep 2018

Software Development Intern

- Created automatic language localization BASH and Python scripts which translated SmartRG's User Interface in 20+ new languages. Also 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.
- Produced and released customized firmware for service providers based on client preferences.

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.

AFFILIATIONS

SB Hacks

Apr 2019 – Present

Lead Logistics Coordinator & Developer

- Coordinated budget, gathered sponsors, and planned the logistics for the 300+ person annual hackathon at UCSB.
- Developed landing page and application website for hackers to submit applications and check for acceptance status.

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), 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) and programming committee member that organized the 2018 SASE Regional West conference for 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