

# Jayleen Li

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## EDUCATION

### University of California, Santa Barbara

Bachelor of Computer Science

Dean's Engineering Honors | College of Engineering Honors Scholar

Sep 2017 – Jun 2021

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## TECHNICAL SKILLS

**Programming Languages:** Java, Python, C++, JavaScript, TypeScript, Ruby, SQL, HTML & CSS, BASH

**Technologies/Tools:** Flask, Angular, React.js, PHP, JSON, Firebase, Apache

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## WORK EXPERIENCE

### *Palo Alto Networks*

Jun 2020 – Sep 2020

#### Incoming Prisma Access Software Engineer Intern – Santa Clara, CA

### *ADTRAN Inc.*

Aug 2019 – Dec 2019

#### Software Engineering Intern – Santa Barbara, CA

- Designed and developed a Python Flask web application hosted on Apache 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 – Santa Cruz, CA

- 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 – 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 status of WiFi traffic using AngularJS and CloudShark.

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## PROJECTS

### *EEG Classification*

Feb 2019 – Jun 2019

#### Undergraduate Research Assistant at Four Eyes Lab, UCSB – Santa Barbara, CA

- 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](#)

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## LEADERSHIP & AFFILIATIONS

### *SB Hacks*

Apr 2019 – Present

#### Lead Coordinator and Developer – Santa Barbara, CA

- 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](http://sbhacks.com)).

### *Wired Hacks (Hosted by Theta Tau and IEEE)*

Dec 2017 – Feb 2018

#### Organizer and Web Developer – Santa Barbara, CA

- 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 – Santa Barbara, CA

- Developed the website and organized the 2018 SASE Regional West conference that hosted 200+ university students.

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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