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

TECHNICAL SKILLS

Experienced in: Java, Python, JavaScript, Ruby, C++, Flask, SQL, BASH
Web Technologies: AngularJS, React.js, TypeScript, PHP, JSON, Firebase, Apache, HTML5, CSS

WORK EXPERIENCE

ADTRAN Inc.   **Aug 2019 – Present**
Software Engineering Intern
- Architected and developed a Python Flask web application hosted on Apache2.
- The application gives 25+ service provider customers 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
- Worked with the Content Organization Team on SQL injection application vulnerabilities and created Ruby unit tests.
- Developed a customized REST URL naming system for company's data analytic dashboards in Ruby, React and TypeScript.
- Designed foundation for a Pocket Edition Android app at an internal hackathon that allows a user to see his/her personal and shared dashboards within the app.

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**
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.

  Additional projects on Github | Personal Site

LEADERSHIP & AFFILIATIONS

SB Hacks   **Apr 2019 – Present**
Lead Logistics Coordinator and Developer
- Coordinated our $40,000 budget, gathered sponsors, and lead the judging process for the 400+ person annual hackathon at UCSB.
- Developed landing page and application website for hackers to submit applications and check for acceptance status.

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* (*wiredhackssb.com*).

Society of Asian Scientists and Engineers (SASE)   **Sep 2017 – Jun 2018**
Webmaster Chair and Programming Committee Member
- Redesigned the website and helped organize 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