

Jayleen Li

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Objective: Seeking a full-time software engineering internship position for Fall 2020.

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, Android, Firebase, Apache

WORK EXPERIENCE

Palo Alto Networks

Jun 2020 – Sep 2020

Incoming Prisma Access Software Engineer Intern

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 Looker on Android app at an internal hackathon for users to see personal and shared dashboards.
- 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