

Jessica Li

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EDUCATION

Brown University B.S. Applied Mathematics-Computer Science (May 2023 expected)

- **GPA:** 4.0 **Coursework:** Deep Learning, Computer Vision, Software Engineering, Systems, UI/UX, Data Structures & Algorithms, Statistical Inference, Differential Equations, Computational Probability

SKILLS

Programming Languages: Python, Java, MATLAB, HTML/CSS, Javascript, Scala, C

Technologies: Git, TensorFlow, React, Pytorch, Node.js, Spark, MySQL, Figma, Linux, Flask

EXPERIENCE

Apple, *Software Engineering Intern* (May-August 2021)

- Researched and utilized BERT to train a machine learning model to identify named entities in text for Apple's Media Products group
- Deployed the model as a POC for enhancing the curator and consumer experience using Flask
- Tested and resolved entities using a gRPC API for traversing relationships in a metadata knowledge graph

Brown University, *Undergraduate Teaching Assistant* (September 2020-April 2021)

- Guided undergraduate and masters' students on computer science and deep learning topics
- *CSCI111 Computing Foundations and Data* (Fall 2020): Designed and implemented the course website
- *DATA2040 Deep Learning with Applications to Data Science* (Spring 2021): Translated MXNet and Pytorch code in open source D2L textbook to Tensorflow and created a new object detection assignment training a penguin detector using an SSD with ResNet50

FullStack@Brown, *Full Stack Developer* (January-July 2021)

- Developed and customized a web forum for BPOP (Brown Providence Original Photography)
- Created design mockups on Figma, deployed using the NodeBB API, a React front end, and a MongoDB database

Gardenio, *Software Development Intern* (June-August 2020)

- Implemented tab navigation and scrolling content for displaying different plant care guides in our mobile app with React Native, revamped Shopify store emails and page using Liquid, HTML/CSS
- Developed an admin panel for adding recipe data on our Gatsby site utilizing a third-party GraphQL API and Firebase to store data. Used Agile software development methodologies like sprints and scrum meetings.

IvyHacks, *Technology Team Lead* (July-October 2020)

- Developed and deployed a [landing page](#) for a premiere hackathon with 2,500+ registrants using HTML/CSS and JS
- Implemented responsive design using media queries and Bootstrap, incorporated jQuery plugins

LEADERSHIP & COMMUNITY

Hack at Brown, *Co-director* (October 2019-present)

- Coordinated Brown's largest annual hackathon with 300+ participants and organized logistics (catering, facilities)
- Communicated with hackers, sent marketing materials on Facebook & Instagram and through university outlets

Juni Learning, *Computer Science Instructor* (June-September 2020)

- Taught young students Scratch, Python, Java, and web programming through private & semi-private sessions

PROJECTS

- **VideoGAN**, Fall 2020: Implemented a deep learning framework by [Vodrick, et al.](#) that generates short videos in Tensorflow; main model is composed of a GAN that produces video with 2 streams of CNNs
- **People Detection and Tracking**, Spring 2021: Researched and implemented a pipeline for detecting and tracking people walking using HOG descriptors and YOLOv3
- **Capsul**, Spring 2021: Designed and implemented an app that compiles news articles from an inputted date and creates a capsule of the top topics and articles. Utilizes k-means clustering, MongoDB for data storage, and React for the front-end.