JOSHUA LI

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Education

University of California, Los Angeles — Los Angeles, CA
Master of Science in Computer Science — *September 2026 – June 2027*

University of California, Los Angeles — Los Angeles, CA
Bachelor of Science in Computer Science (GPA: 3.8) — *September 2022 – June 2026*

Relevant Coursework: Distributed Systems, Deep Learning I & II, Computer Networking, Algorithms and Complexity, Operating Systems, Programming Languages, Data Science, Computer Organization
Honors/Awards: Dean's Honors List (Fall 2022, Winter 2023, Spring 2023, Spring 2025)
Activities: Road to Damascus A Cappella, Grace on Campus (Web Dev Team, Music Team)

Experience

Software Engineer Intern — Jun. 2025 – Present
Stealth AI Startup — *Remote*

- Fullstack development of a learning platform featuring interactive skill trees, agentic AI integration, a community hub, and more using a Next.js + TypeScript frontend, Node.js + Express.js backend, and PostgreSQL + MongoDB databases
- Implemented a user authentication and progress tracking system using JWTs, bcrypt password hashing, and real-time PostgreSQL integrated progress updates
- Working on deployment for continued development using Cloudflare Pages and Supabase, while migrating to a serverless backend architecture consisting of Cloudflare Workers and Supabase Edge Functions

Software Engineer Intern — Jun. 2024 – Sep. 2024
Anytime AI — *Remote*

- Maintained Anytime's AI legal assistant's currency with recent case law by developing and optimizing Python pipelines to crawl 200+ court case summaries from multiple states using aiohttp, requests, and Beautiful Soup
- Extracted and converted text from 500+ court PDF documents to structured JSON files with metadata, page text, and footnotes using PyMuPDF/fitz, improving data accessibility and downstream training efficiency
- Contributed to the training of Anytime's AI legal assistant by streamlining data acquisition through automated data collection from static and dynamic court web pages

Projects

Predicting Keystrokes | *Python, PyTorch, CUDA* — Feb. 2025 – Mar. 2025

- Improved keystroke classification accuracy for Meta's emg2qwerty dataset, achieving a 5% lower character error rate than the baseline model by developing and training a baseline + LSTM model with PyTorch and CUDA
- Experimented with various hyperparameters, training 6 models of varying architectures for 10+ hours over 300+ epochs

Windborne Balloon Tracker | *Python, FastAPI, Redis, React.js, Leaflet.js* — Mar. 2025

- Built and deployed a full-stack tracking and visualization system that processes position and wind data for 40 WindBorne Systems global sounding balloons by integrating a FastAPI + Redis backend with a React frontend
- Optimized API performance through strategic data caching and batching by implementing asynchronous HTTP requests with Redis caching and hourly background data refreshes

Transport Control Protocol and Transport Layer Security | *C, C++, Linux* — Oct. 2024 – Dec. 2024

- Implemented TCP and TLS in C/C++, simulating a bidirectional pipe between processes over the network with POSIX sockets

Event Planning Application | *Python, Flask, CockroachDB, React.js, Vite* — Sep. 2023 – Dec. 2023

- Worked in a team of five to build Let's Hangout, a full-stack web app which allows users to make groups, schedule events, and manage RSVPs with a Python/Flask backend, CockroachDB database, and Vite + React frontend
- Greatly improved user experience by developing core frontend functionalities (popups, RSVPing, API-driven database searches, etc.) and upgrading website design using React, CSS and Bootstrap

Technical Skills

Languages: Python, C++, Go, C, R, Java, Javascript; *SQL (beginner)*
Technical Skills: Git, Bash (Linux), NumPy, PyTorch, scikit-learn, Beautiful Soup, asyncio, React.js
Conceptual Skills: data structures/algorithms, web crawling, web development, statistical analysis, machine learning, deep learning & neural networks, distributed systems