

Karina Li

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EDUCATION

Stanford University June 2025

GPA: 3.6/4.0

B.S. Computer Science (Human-Computer Interaction)

- **Relevant Coursework:** Programming Methodologies, Data Structures and Algorithms, Cross-Platform Mobile App Development, Design for Learning: Co-Designing Connection and Community, Design for Behavior Change, Computer Organizations and Systems

SKILLS & TECHNICAL TOOLS

- **Tools & Programming Languages:** Figma, Python, React Native, ReactJS, Java, C++, C, JavaScript, TypeScript
- **Skills:** User research, User strategy, Prototyping, User testing, Wireframing, Visual Design, WordPress, Git, Firebase

PROFESSIONAL EXPERIENCE

Interaction Design (IxD) Research Group

Research Assistant

Stanford University

October 2022 - Present

- Build ReactGenie: a toolkit that supports the development of multimodal applications that can handle both GUI and voice interactions using React Native and TypeScript.
- Implement ReactGenie data structures that service data to the TypeScript front-end based on voice-activated navigation and ordering functionalities.
- Design and develop responsive UI for an example food ordering app using a natural language parser GenieLamp, React, and a custom-built target programming language.

Stanford Women in Design

UI/UX Intern | Design Consulting Group

Stanford University

January 2023 - Present

- Design and create a website for a research project on community science initiatives using environmental DNA (eDNA), including a map feature to display data from more than 8 countries.
- Conduct meetings with the research team to understand the design goals and principles and create a design system for the website.
- Develop a budget to determine the website design, hosting, and additional plugins using WordPress and Figma.

CS47: Cross-Platform Mobile App Development

Teaching Assistant

Stanford University

January 2023 - Present

- Grade student assignments and provide constructive feedback to enhance their React Native coding skills.
- Conduct research on various AI diffusion models to generate UI interfaces and improve class assignments.
- Facilitate weekly office hours, monitor the Ed discussion forum, and respond to student inquiries on coursework and material.

Cardinal Labs

Full-Stack Developer

Stanford University

January 2023 - Present

- Develop websites for Stanford departments using JavaScript, HTML, CSS, and WordPress.
- Implement products based on high-fidelity mockups and incorporate client feedback into the final product.

Rooster Inc.

Front-End Developer, Data Analyst

Palo Alto, CA

March 2022 - September 2022

- Implemented the React library in JavaScript to develop and troubleshoot a subscription service and trending page
- Redesigned the UI/UX of the Rooster application to enhance user experiences using Figma.
- Involved with all phases of mobile app development from initial concept to design, development, testing, and release.

PROJECTS

Budder

React Native, JavaScript, Firebase, Figma

- Led development on Budder, a cross-platform app for building friendships by suggesting meetups based on shared interests.
- Conducted 15+ interviews for need-finding & user testing; Iteratively designed 3 prototypes to improve UI/UX design.

Heap Allocator

C, GDB Debugger

- Implemented an implicit and explicit heap allocator to manage the heap by servicing requests such as malloc, realloc, and free.
- Designed and optimized the heap to improve performance by balancing tradeoffs between speed, accuracy and utilization of memory.