KATHY LI

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EDUCATION

Brown University   **Providence, RI**
B.S. Computer Science, B.A. Science, Technology, and Society   *September 2023 – May 2027 (expected)*
- **GPA:** 4.0
- **Relevant Courses:** Introduction to Software Engineering, Program Design with Data Structures and Algorithms, Future of Work, Discrete Structures and Probability, Ethics of Digital Technology
- **Activities:** Women in Computer Science (Academic Events Chair), AI Robotics Ethics Society (Public Relations Officer), Lion Dance, Brown Opinion Project, Chinese Student Association, Meiklejohn Peer Advising, Brown China Summit

RESEARCH EXPERIENCE

Impact Afghanistan   **Providence, RI**
Front-end Developer   *May 2024 – Present*
- Launched an online platform that facilitates the collection and dissemination of research on post-2021 Afghanistan
- Using Node.js and HTML/CSS, engineered the front end of website, enabling streamlined searches and submissions for academics, students, and media
- Collaborated with teams from Brown University and the United Nations to integrate and host the platform
- Presented at the United Nations Summit of the Future Action Days in late September 2024

Laboratory for Cognitive and Perceptual Learning   **Providence, RI**
Student Researcher   *January 2024 – May 2024*
- Conducted empirical research on cognitive and visual learning; directed study participants and assisted with logistics
- Learned efficient utilization of processing techniques and research tools such as R and Zotero
- Coded components of anti-saccade task; collaborated with researchers to integrate coding solutions into experiments

Research Mentorship Program, UC Santa Barbara   **Santa Barbara, CA**
Student Researcher   *June 2022 – July 2022*
- Conducted graduate-level research on the diagnosis of normal pressure hydrocephalus through computational modeling and brain CT scans, increasing accuracy by 3% and precision by 14% compared to standard diagnosis method
- Created novel diagnosis method and compiled findings into poster, research paper, and presentation; presented to 100+ people at symposium; 1 of 75 accepted into program out of 2000+ applicants

TECH & PROJECT MANAGEMENT EXPERIENCE

FIRST Robotics Competition (FRC) Team 1678 Citrus Circuits   **Davis, CA**
Co-Captain   *June 2022 – June 2023*
- Led team to finish top 5 in the world out of 3200+ teams; drove team toward competitive, educational, and outreach goals
- Supervised administration and management of 90+ team members among 8 sub-teams and 11 outreach programs
- Led weekly leadership and team meetings; organized parent and competition meetings
- Implemented initiatives to increase female retention on team, organized 3 events that attracted 85% of female team members

Front-end App Developer, Software Scouting   *August 2019 – June 2023*
- Contributed code to four different data collection applications
- Mentored 20+ team members in UI creation, version control, and efficient software development methods
- Developed 4 comprehensive app development curricula and white papers; generated 4k+ cumulative views and established a foundation for improved app development practices among teams in FRC
- Implemented innovative strategies for managing end-to-end system workflow, leading to the achievement of the highest end-to-end system success rate in team history and the general recognition of the system as the best within FRC

TECH VOLUNTEERING EXPERIENCE

Davis Youth Robotics (DYR)   **Davis, CA**
Various Roles   *June 2019 – June 2023*
- As DYR League Lead *(June 2021 – June 2022)*: publicized events to 5k+ students; supervised 29 teams with 150+ students; trained 57 student mentors and 30+ parent coaches; awarded $700 in scholarships; co-coordinated 3 statewide competitions with 500+ attendees
- As RoboCamps Head Counselor *(June 2021 – June 2022)*: led and provided guidance to 12 counselors; led debriefs and managed camp logistics; communicated with parents; ensured 40+ campers were collaborating and learning
- As mentor and volunteer *(July 2019 – June 2023)*: taught children from grades 4-8 principles of engineering and computer science through VEX IQ; received 2022 DYR Volunteer of the Year Award for contributions to DYR program
- As Girl Powered Events Lead *(October 2020 – June 2021)*: coordinated, and executed 7 events for young girls in STEM with 100+ attendees total

SKILLS & INTERESTS

Skills: Kotlin, Java, Python, Git, Apps Script, HTML/CSS/Bootstrap, Android app development, JavaScript

Professional Interests: Product management, project management, tech ethics, front-end development, agile development, gaming

Languages: English (native), Mandarin Chinese (native), Spanish (conversational)