Kevin Li

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Education

University of California, Berkeley – Spring 2021
B.A. in Computer Science and Data Science

Relevant Coursework:

✓CS 70 - Discrete Math and Probability Theory
✓CS 61B - Data Structures
✓CS 61A - Structure and Interpretation of Programs
✓CS 10 - Beauty and Joy of Computer Science
✓CS C100 - Principles and Technique of Data Science
✓CS C8 - Foundations of Data Science
✓EE16A - Designing Information Devices and Systems I

Work Experience

VSP, Rancho Cordova, CA — Jun. 2018 – Aug. 2018
Software Engineer/ IT Intern

- Utilized JQuery, BackBone, and Jersey to test and fix part of the filtering and query implementation on the company's website to help users traverse and find the proper invoices and files more quickly and efficiently.
- Created a RESTful program using Jersey, Spring, and BackBone to allow users to get, post, and destroy invoices and documents in a database and used JWT tokens to secure this service.

Aildoo, Sacramento, CA — Jun. 2016 – Aug. 2016
Software Engineer

- Wrote C++ programs that selected the appropriate files from a given dataset depending on the users' interaction.
- Used Swift to help create a RESTful registration application that allowed new users to have an easier and improved experience registering accounts to the web servers

Projects

Amazons AI — Oct. 2018

- Utilized Java to create the board game Amazons that allows players to control an Amazon using game commands and an AI that is capable of thinking five moves ahead using alpha and beta pruning and minimax.

BearMaps: a Web Mapping Application — Apr. 2018

- Created a map that adjusts its pixel density and depth depending on a user's query
- Implemented a routing algorithm using A* search, graphs and k-d trees to find the optimal path between two locations

MazeRunner: 2D Game World Generator — Feb. 2018

- Used Java to develop a program that generates a maze that incorporates different features, such as portals and hunger system, for users to interact with and use to solve different levels.
- Implemented a working saving and loading system using input and output streams.

Scheme Interpreter — Dec. 2017

- Develop an interpreter for a subset of the Scheme language using Python

Skills and Achievements

- Programming languages and tools: Python, Java, JavaScript, SAP, HTML, SQL, C++.
- Won 2nd in my region in Computer Problem Solving and 1st in Introduction to Information Technology.
- National Finalist in ZERO Robotics in 2013-2014.
- Qualified for worlds tournament for VEX Robotics and FRC Robotics for 3 years.