

Kevin Li

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Education

University of California, Berkeley – Spring 2021

Technical GPA: 3.6

B.A. in Computer Science and Data Science

Relevant Coursework:

- ✓ CS 188 - Introduction to Artificial Intelligence
- ✓ CS 170 - Efficient Algorithms and Intractable Problems
- ✓ CS 161 - Computer Security
- ✓ CS 61C - Machine Structures
- ✓ CS 162 - Operating Systems and System Programming
- ✓ CS C100 - Principles and Techniques of Data Science
- ✓ CS 70 - Discrete Math and Probability Theory
- ✓ CS 61B - Data Structures

Skills and Achievements

- **Programming languages:** Python, GoLang, Java, JavaScript, TypeScript, HTML, SQL, C++, C, RISC-V
- **Tools/Frameworks:** BackboneJS, JQuery, Jersey, NodeJS, React, React Native, Redux, ExpressJS, Docker, Kubernetes, AWS, Firebase, MongoDB, Hibernate, Maven, PANDAS, valgrind, vim.
- National Finalist in ZERO Robotics and qualified for the world tournament for VEX and FRC Robotics.

Work Experience

Bustle App, Berkeley, CA- <http://bustleapp.co/>

Jun. 2019 - Present

Co-Founder and COO

- Developing a campus-based event aggregator and communication platform that serves to increase the interconnectedness in a community via gamification
- Developed geospatial interface for event discovery and intuitive workflow for creating new events using React Native and Firebase
- Supported by UC Berkeley Skydeck startup accelerator (Hotdesk)

LaunchDarkly, Oakland, CA

May 2019 - Oct. 2019

Software Engineer Intern

- Increased the funnel conversion rate of the integration page by 20% by adding collapsible modules to display the different third-party integrations connected to LaunchDarkly and dynamically separating the users' active and inactive integrations using React, Redux, and GoLang.
- Developed a Slack App that allows users to toggle, monitor, and call up feature flags directly on Slack in order to help incorporate LaunchDarkly into a company's workflow.
- Decreased the total bundle size and load on servers by 5% by upgrading how SVGs are displayed using webpack.

VSP, Rancho Cordova, CA

Jun. 2018 - Aug. 2018

Software Engineer/ IT Intern

- Enhanced the previous invoice filtering implementation by redesigning the interface using Backbone, Bootstrap, and Jersey. Helped users find invoices more efficiently and decreased unnecessary traffic on the website by around 10%.
- Utilized Backbone, Hibernate and Jersey to fix any bugs and implement some new features on the company's invoice page.

Projects

ExpiryDate

Sept. 2019

- Utilized React, GoLang, MongoDB, and AWS to launch a website that allows users to keep track of the expiration dates of different products by allowing users to create personal expiration notifications/alerts
- Implemented a Kubernetes cluster to create a microservice architecture that allows for easier development and deployment and creates a more scalable product.

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.

PropertiesLocator

Jun. 2018

- Produced a RESTful program that allows users to make HTTP requests on a database composed of .properties files and is secured with JWT tokens using Struts, Backbone, and Jersey.