

# LEO LI

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## Education

**The University of Washington** — *Seattle, WA*

**B.S. in Mathematics**

**B.S. in Informatics (track: Human-Computer Interaction)**

Expected: **Jun 2025**

**Dean's List Recipient (2021, 2022)**

### Relevant Coursework

Object-Oriented Programming  
Multivariable Calculus  
Statistics

Data Structures and Algorithms  
Differential Equations  
Data Science

Client-Side/Frontend Development  
Linear Algebra  
Physics: Mechanics

## Skills

**Technical Languages and Tools:** Java, HTML, CSS, R/RStudio, Git/GitHub, Visual Studio Code, Node.js, Javascript, React

**First Aid:** National Lifeguard, Water Safety Instructor, Standard First Aid (Red Cross Certified)

**Languages:** English, Mandarin

## Work Experience

**Housing Outreach UW HFS** — *Student Housing Tour Guide*

Mar 2023 - Present

- Lead tours to showcase Resident Halls, student activity centers, and dining locations for new students
- Address questions/concerns from incoming students and parents, advocating safety and diverse programs

**Pedalheads Swim Co.** — *Swim Instructor*

Dec 2019 - Jun 2021

- Mentored children of various ages in swimming and water safety, created lesson plans, and supervised activities

## Extracurricular Experience

**EZ Park Mobile App** — *UI/UX Designer*

Sep 2022 - Dec 2022

- Designed a mobile application prototype with a team to tackle the parking challenges around campus
- Conducted user research and derived specific questions targeted to the students and staff population at UW
- Modeled all screens of the app, including onboarding, profile, payment, location, and parking choice, with Figma
- Presented a project pitch that talked about the accessibility and easy-to-understand features of the EZ Park App

**DubHacks Hackathon** — *Hacker*

Oct 22 - 23, 2022

- Worked as a team to create a touchless Rock-paper-scissor mobile app game using ScriptUI, AVkit, UIKit, and Apple Vision to detect hand and joint motion and designed the user interface and interaction features
- Teamed up with peers to build Handput, the live joint-detection app that gives us feedback on joint motion
- Prototyped the user interface for the game, allowing users to experiment with the game by playing against bots

**Absurdle Manager** — *Programmer*

Apr 2022 - Jun 2022

- Constructed a Java class that simulates the popular game Wordle where users try to guess a word of a given length
- Reads in a preset dictionary with words that are equal in length, and users can only guess words in that dictionary
- Used Tree sets and Treemaps to set corresponding letters to be mapped out as green, yellow, or white
- The program tells users how many words their guess is similar to so the user can narrow down guesses

**My Earth, Your Earth** — *Website Developer*

Nov 2021 - Present

- Developed a website using a template for the non-profit organization My Earth Your Earth, founded by friends
- Monitored website status, created website aesthetics, and updated new info (<https://myearthyourearth.com/>)

**Chinese Student Association** — *Officer and Performance Director*

Sept 2022 - Present

- Promote and educate the public about Chinese Culture to eliminate the stigma around the Chinese community
- Planned performances and stage set-ups, reviewed 10+ auditions, optimized soundchecks, and acted as the main point of contact for all performers and performance-related questions for the Annual Lunar Gala

**Husky Marching Band** — *Cymbal Player*

Aug 2022 - Present

- Performed at various Pre-game and Half-time shows at UW football games, including away games at the Valero Alamo Bowl in San Antonio, playing 40+ pieces of music and drumline cadence features as a drumline
- Practiced 15+ hours a week as the band differed from other bands by performing a different show every game