Leo Li

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Education

University of Washington, Seattle, WA
B.S. in Informatics (track: Human-Computer Interaction)
Minor in Business, Data Science
GPA: 3.93
Expected June 2025
Dean's List Recipient (2021 - 2024)

Relevant Coursework

Object-Oriented Programming
Data Structures + Algorithms
Client-Side Development
Server-Side Development
Multivariable Calculus
Differential Equations + Linear Algebra
Statistics + Data Science
Database Systems and Data Modeling
Interactive Information Visualization

Work Experience

Computer Vet Consultant
UW Academic Technologies
Aug 2023 - Present
- Work with students, staff, and faculty to solve software and OS problems on their personal computers
- Answer questions about the Odegaard computer lab and perform routine maintenance in the lab

Lifeguard
UW Recreation
Aug 2023 - Present
- Responded to emergencies as a first aider and lifeguard to resolve major and minor injuries

Skills

Programming Languages and Tools:
JavaScript, TypeScript, HTML, CSS, Java, Python, SQL, Node.js, Express, R/RStudio, Git/GitHub, RestAPIs, MongoDB
Design tools and applications: Figma, Miro, Canva, Tableau
Frameworks: React JS, Bootstrap, Tailwind CSS, d3.js

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

Languages: English, Mandarin

Projects

Full Stack Developer | *Budget Buddy Web App* | Mar 2024–Jun 2024
- Pioneered dynamic frontend features using JS and Tailwind, increasing user finances engagement by 40%
- Connected frontend to backend using JS, resulting in a 20% decrease in page load time and efficient data display
- Collaborated with team members to create secure authentication processes and streamline RESTful API handling, leading to a 15% decrease in response time for client requests

UX/UI Designer | *SlangSphere Mobile App* | Sept 2023–Dec 2023
- Designed a slang-learning app with a team to improve daily conversations for international students using Figma
- Conducted 4+ user interviews and created surveys that highlighted the issues in our targeted audiences
- Iterated our solution through usability tests and heuristic evaluations to create a final design that enhanced user experience and maximized the learning and retention of slang use for our targeted users

Website Developer | *"Next" Task Management App* | Jun 2023–Present
- Implemented with React, managing states with useState, useEffect, and useRef hooks to better data flow
- Composed with minimalistic UI while expanding user freedom with dark mode and background selections
- Devised goals and projects pages and description sections to allow users to specify goals and project details
- Visualized various confidence and support statements to better users' mental health

Website Developer | *"Keeping Up with Gen Z" Web App* | Mar–Jun 2023
- Developed a website in a team using React and Firebase for other generations to understand the Gen Z terms
- Focuses on breaking communication barriers caused by slang creation use among Gen Zs and other generations
- Created and deployed the Homepage and website structure, routing other pages using Single-Page Applications

UI/UX Designer | *EZ Park Mobile App* | Sep–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

Extracurriculars

Performance Director | *Chinese Student Association* | Sep 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, and optimized soundchecks
- Main point of contact for all performers and performance-related questions for the Annual Lunar Gala

Cymbal Player | *Husky Marching Band* | Aug 2022–Present
- Performed at Pregame and Half-time shows for UW football, including games in San Antonio, TX. and Eugene, OR
- Played 40+ pieces of music and 12+ pieces of drumline cadence features and practiced 15+ hours a week to prepare for a different show every game