

LEO LI

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Education

The University of Washington — Seattle, WA

B.A. 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: Javascript, React, HTML, CSS, Java, Node.js, R/RStudio, Git/GitHub, Visual Studio Code

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

Relevant 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