LEO LI

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Education

The University of Washington — *Seattle, WA*   Expected: **Jun 2025**
B.A. in *Mathematics*   **Dean's List Recipient (2021, 2022)**
B.S. in *Informatics* (track: *Human-Computer Interaction*)

Relevant Coursework

Object-Oriented Programming	Data Structures and Algorithms	Client-Side/Frontend Development
Multivariable Calculus	Differential Equations	Linear Algebra
Statistics	Data Science	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