

# Jeffrey Li

jeffreywli.me  
github.com/lijw97

lijw@berkeley.edu  
336-554-6880

## Education

University of California, Berkeley Fall 2015-Spring 2018 (expected)  
- B.A., Computer Science, GPA: 3.71/4.0  
- Relevant Coursework: Data Structures and Algorithms, Linear Algebra and Differential Equations, Discrete Mathematics and Probability Theory, Machine Architecture, Artificial Intelligence, Efficient Algorithms, Data Science

## Skills

Proficient in: Java, Python, C, Git, Unix, HTML, CSS, NumPy, Latex, Algorithms, Data Structures  
Familiar with: JavaFX, MIPS, jQuery, JavaScript, Scheme, SQL, BootStrap, Vim, Spark, MapReduce

## Experience

Software Engineering Intern at Intel May 2017-August 2017  
- Working with Client Computing Group. Coding in Python and C.  
CS70 Reader at UC Berkeley January 2017-May 2017  
- Graded homeworks and provided extra review sessions and office hours for CS70: Discrete Mathematics and Probability Theory  
CS61A Academic Intern at UC Berkeley August 2016-December 2016  
- Provided one-on-one tutoring for homework, projects, and labs. Held office hours for students as well.  
Alpha Phi Omega Webmaster August 2016-December 2016  
- Updated the website by uploading information about organization events and creating new websites for specific interchapter events using HTML and CSS. Maintained the website by managing databases containing statistics about each member and their requirements.

## Organizations and Awards

Upsilon Pi Epsilon Secretary January 2017-May 2017  
- Member of the UC Berkeley chapter of UPE, a national Computer Science Honors Society that extends invitations to the top third of the Computer Science class.  
UC Berkeley Computer Science Scholar Fall 2015-Present  
- UC Berkeley Computer Science Scholars is an initiative at UC Berkeley to help recruit students from underserved backgrounds and provide them with resources in order to help them succeed in the field of computer science.

## Projects

MIPS Assembler and Linker Fall 2016  
- Coded in C and MIPS to recreate a MIPS assembler and linker when translating assembly and machine code.  
Drum Machine Summer 2016  
- Created drum machine that plays different sounds over sixteen beats by using Java and byte arrays. Machine merges and concatenates WAV files together and plays them simultaneously using byte array math. User can upload custom audio files.  
BearMaps Spring 2016  
- Created shortest path-finder for popular locations in city of Berkeley using Java, JavaFX, and data from OpenStreetMap. Also implemented an autocomplete location search allowing the user to quickly find multiple locations.  
Text Editor Spring 2016  
- Created working text editor using Java and JavaFX. Allows word-wrapping, text insertion and deletion, cursor positioning, and arrow-key positioning. Also allows user to zoom, resize windows, and save or upload files.