

Jeffrey Li

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Education

University of California, Berkeley Fall 2015-Fall 2018 (expected)

- B.A., Computer Science, GPA: 3.74/4.0
- Relevant Coursework: Data Structures, Efficient Algorithms and Intractable Problems, Linear Algebra and Differential Equations, Discrete Mathematics and Probability Theory, Machine Architecture, Artificial Intelligence, Data Science, Operating Systems (current), Database Systems (current)

Skills

Proficient in: Java, Python, Git, Linux, 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

- Created Python and shell scripts to automate remote SSH sessions for an internal automation tool to conduct battery tests on Intel systems, replacing the former need for manual testing and calculations.
- Wrote parsers in Python to generate battery life progression graphs across multiple systems with different configurations, allowing users to compare the effects of different drivers and firmware on the battery.

CS70 (Discrete Mathematics and Probability) Reader at UC Berkeley January 2017-May 2017

- Developed rubrics, graded homeworks, and hosted group review sessions and office hours for a class of 800 students.

CS61A Academic Intern at UC Berkeley August 2016-December 2016

- Provided one-on-one tutoring for homework, projects, and labs for an introductory computer science class of 1700 students.

Organizations and Awards

Upsilon Pi Epsilon Professional Development Chair January 2017-May 2017

- Member of the UC Berkeley chapter of UPE, a national Computer Science Honors Society since Fall 2016.
- Conducted mock interviews, provided resume critiques and general interview prep for Berkeley CS students.

UC Berkeley Computer Science Scholar Member 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

Drum Machine Summer 2016

- Built 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 and delete custom audio files.

BearMaps Spring 2016

- Implemented shortest path-finder for popular locations in city of Berkeley using Java, JavaFX, and data from OpenStreetMap. Also added an autocomplete location search allowing the user to quickly find multiple locations using a trie.

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.