

Jeffrey Li

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<u>Education</u>	University of California, Berkeley, Berkeley, CA	2015-2018 (expected)
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B.A. Computer Science, GPA: 3.80/4.00

<u>Academic</u>	National Merit Finalist	Spring 2015
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<u>Honors</u>	Upsilon Pi Epsilon, Computer Science Honors Society	Fall 2016-Present
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<u>Projects</u>	Tennis at Cal Website	Fall 2016-Present
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I wrote the code for and designed the Tennis at Cal website using HTML, CSS, and jQuery. The website provides information on practices, tournaments, and registration. I plan to implement a navigation button that shows all options to navigate to by shifting the website when clicked on, as well as a carousel of pictures of people involved in the club from past semesters.

Personal Website	Summer 2016
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I coded my personal website from scratch. Check it out! Visit jeffreywli.me.

Drum Machine	Summer 2016
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Using byte-arrays, JavaFX, linked-lists, and WAV files, I created a drum-machine that allows the user to create beats composing of five drum sounds that are played at different tempos. The user can select which sound he wants played on 16 different beats. By fusing the byte-arrays of each WAV file from a byte array instead of using threads to play the actual file, the user can play the sounds without causing delay or lag. The user is also able to upload his own sound samples or remove any existing sound samples.

BearMaps	Spring 2016
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Using a quad-tree that contained pictures of the city of Berkeley and the A* search algorithm, I created a working shortest-path finder between any two locations in Berkeley. Each building/important landmark on the map served as a node, and each street served as a link between landmarks. Also, by using a trie, I implemented an auto-search for the map that allowed the user to look up the names of the landmarks on the map.

Text Editor	Spring 2016
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Using JavaFX and a doubly-linked list, I created a working text editor that allowed the user to type, delete, start a new line, and use the mouse and cursor to reposition the typing cursor. I also implemented open and save functions to allow the user to save and re-open his work, as well as window-resizing.

Scheme Interpreter	Fall 2015
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Using Python, my partner, Andrew Martinez, and I wrote an interpreter that is able to read Scheme code. Scheme is a language that revolves around lists and pairs, so by utilizing classes that represent a pair and the "nil" object in Scheme, I created syntax reader and evaluator functions that allowed the user to type in Scheme.

<u>Skills</u>	Proficient in: Java, Python, Microsoft Office, C, Git, HTML, CSS
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Familiar with: jQuery, Javascript, SQL, MIPS

<u>Courses</u>	UC Berkeley Courses: CS61A (Structure and Interpretation of Computer Programs), Math 54 (Linear Algebra), CS61B (Data Structures), CS70 (Discrete Math and Probability Theory), EE16A (Designing Information Devices and Systems I), CS61C (Machine Structures).
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Guilford College: Multivariable Calculus, Real Analysis Seminar, Foundations of Mathematics

<u>Interests</u>	Tennis, UNC and Cal basketball, Chance the Rapper
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