Jeffrey Li

jeffreywli.me   lijw@berkeley.edu
github.com/lijw97   linkedin.com/in/lijw97

Education

University of California, Berkeley   Expected Graduation: Fall 2018
- B.A., Computer Science - GPA: 3.72/4.0
- Relevant Coursework: Data Structures, Efficient Algorithms, Linear Algebra and Differential Equations, Discrete Mathematics and Probability Theory, Machine Architecture, Artificial Intelligence, Data Science, Operating Systems, Database Systems, Computer Security

Experience

Software Engineering Intern at Amazon   May 2018-Aug. 2018
Seattle, Washington
- Used Java to code a locking mechanism in DynamoDB and initialized a backup fleet of EC2 hosts to redirect traffic from Amazon's targeted advertising services, significantly reducing response latency.
- Spillover fleet of EC2 hosts maintained ad services and cache coherency even when traffic increased by 230% on Prime Day.
- Developed shell and Python scripts to determine and instantly restart lagging EC2 hosts, increasing targeted advertising services uptime and eliminating the former need for manual detection.

Software Engineering Intern at Intel Corporation   May 2017-Aug. 2017
Folsom, California
- 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.

Teaching

Reader at UC Berkeley   Jan. 2017-May 2018
- Member of CS70 (Discrete Math) and CS170 (Efficient Algorithms) course staffs.
- Developed rubrics, graded homeworks, and hosted review sessions and office hours for an ~800 person class.

Projects

Pac-Man AI (class)   Spring 2017
- Created a bot that can play Pac-Man through the use of multiple AI techniques including state-space search, mini-max, reinforcement learning, Q-learning, hidden Markov models, Bayes nets, and probabilistic inference.

Drum Machine (personal)   Summer 2016
- Built drum machine that loops different sounds over sixteen beats by using Java. Code merges byte arrays to play sounds at the same time using byte array math.
- User can upload and delete custom audio files, and adjust tempo.

BearMaps (class)   Spring 2016
- Implemented shortest path-finder for popular locations in city of Berkeley using Java, JavaFX, and data from OpenStreetMap. Added an autocomplete location search through the use of a trie.

Skills

- Proficient in: Java, Python, Git, Linux, NumPy, LaTeX, Algorithms, Data Structures, pandas
- Familiar with: jQuery, JavaScript, SQL, BootStrap, Vim, Mockito, DynamoDB, Kinesis