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

CS170 (Efficient Algorithms and Intractable Problems) Reader at UC Berkeley August 2017-December 2017

- Will develop rubrics, grade homeworks, and provide academic support for homework parties and office hours for a 700 person algorithms class.

Software Engineering Intern at Intel Corporation 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 review sessions and office hours for an 800 person class.

Organizations and Awards

Upsilon Pi Epsilon Professional Development Chair January 2017-Present

- 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

Pac-Man AI 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 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. Added an autocomplete location search through the use 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.