Jeffrey Li

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EDUCATION

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

- B.A., Computer Science, GPA: 3.8/4.0

SKILLS

Proficient in: Java, Python, C, Git, HTML, CSS, NumPy, LaTeX

Familiar with: JavaFX, MIPS, jQuery, JavaScript, Scheme, SQL, BootStrap

ORGANIZATIONS AND AWARDS

Upsilon Pi Epsilon Candidate **Fall 2016-Present**

UC Berkeley Computer Science Scholar **Fall 2015-Present**

- Promoted diversity and helped introduce under-represented groups to Computer Science at Berkeley by forming a close-knit community.

RELEVANT EXPERIENCE

CS61A (Structure and Interpretation of Computer Programs) Lab Assistant **Fall 2016-Present**

- Provided one-on-one tutoring for homework, projects, and labs and held office hours for students.

Alpha Phi Omega Webmaster **Fall 2016-Present**

- Updated the website by uploading information about organization happenings and creating new webpages for specific inter-chapter events using HTML and CSS.
- Maintained the website by managing databases containing statistics about each active member's chapter requirements and updating them by using SQL.

PROJECTS

Personal Website **Summer 2016**

- Coded my personal website from scratch over the summer using HTML, CSS, jQuery, and BootStrap.
- Check it out! Visit jeffreywli.me.

Drum Machine **Summer 2016**

- Created front-end and back-end for drum machine that plays different sounds over sixteen beats by using Java, JavaFX, ArrayLists, and byte arrays.
- Machine merges or concatenates WAV files together and plays them simultaneously by using byte array math.
- Displays current tempo and gives user ability to edit the tempo.
- Allows the user to delete or upload files, giving the user the capability to play his own sound samples or delete any existing sound samples.

BearMaps **Spring 2016**

- Created a shortest-path-finder for the city of Berkeley using Java, JavaFX, and data from OpenStreetMap.
- Program represents locations as nodes and roads as links in a graph structure and used the A* algorithm to find the path between two locations.
- Implemented an autocomplete location search using a trie.
- Supports zooming in and out as well as map maneuvering through the use of a quadtree that contains images of Berkeley.

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 through the use of a linked list.
- Also implements zooming, window-resizing, file saving, and file uploading.

Scheme Interpreter **Fall 2015**

- Wrote a program that can read Scheme code by using Python.
- Used object-oriented programming to create classes that represent Scheme pairs and the Scheme nil object.
- Created syntax-reader and evaluator functions that parsed through lines of Scheme code and evaluated each line.

RELEVANT COURSEWORK

- **Berkeley Courses**: CS61A (Structure and Interpretation of Computer Programs), CS61B (Data Structures and Algorithms), Math54 (Linear Algebra and Differential Equations), CS70 (Discrete Math and Probability Theory), CS61C (Machine Structures), EE16A (Designing Information Devices and Systems I)
- **High School Courses (taken at Guilford College):** Multivariable Calculus, Foundations of Mathematics and Set Theory, Real Analysis Seminar