Lucian Li

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EDUCATION

University of California, Los Angeles, Los Angeles, CA   September 2020 - June 2024
Bachelor of Science — Computer Science
Minor in Digital Humanities

GPA: 3.8
Honors and Awards: Dean's Honor List Spring 2021, Winter 2023
Coursework: Data Structures and Algorithms, Machine Learning, Artificial Intelligence, Database Management Systems, Operating Systems, Computer Graphics, Computer Networks, User Experience and Design

PROJECTS

Clearify   October 2023 – Present
Fullstack Developer

Collaborated seamlessly within a diverse team of 10 members to develop a Chrome extension to demystify skincare shopping for the average consumer.

- Increased user engagement through the integration of an automatic highlighting feature, enabling users to easily identify and analyze skincare ingredients on web pages
- Enhanced the extension's accuracy in ingredient analysis by successfully parsing and connecting a comprehensive list of skincare ingredient keywords to an external API, adhering to REST principles
- Played a key role in adhering to tight deadlines, resulting in the successful launch of Clearify within the 6-week timeframe as measured by meeting project milestones and product release goals

UCLA Swipe Out Hunger Website   May 2023 – Present
Frontend Developer

Constructed an interactive and responsive external website for Swipe Out Hunger, UCLA's leading student food insecurity organization.

- Coordinated with the club's board to align the content and design with the organization's goals and mission
- Led the development and design of the website using React and Gatsby, and successfully deployed website
- Implemented interactive frontend components, leading to a 50% increase in user engagement:
  - Responsive components for different devices using custom React hook
  - Custom animations for text and image elements using CSS and JavaScript
  - Member page with interactive cards for each of the organization's 35+ members

Populus Fantasy Basketball   January 2021 – January 2024
Fullstack Developer & UI Designer

Contributed to a team of 15 student developers in conceptualizing and developing a fantasy sports app that simulates a virtual stock market by enabling users to trade shares of basketball players, join leagues, and engage in various competitive game modes.

- Pioneered the design phase in Figma and successfully guided the team through a transition to a new user interface, leading to a peak of over 650 active users
- Engineered RESTful APIs, optimizing data retrieval from a MongoDB database for the app's 2,000 total users
- Developed React Native components utilizing data from third-party APIs for 450 players, showcasing detailed statistics tables and player profile pages enriched with biographical information and pricing data

SKILLS

Languages: Python, JavaScript, Java, C, C++, HTML/CSS, Haskell
Tools and Frameworks: React Native, React, Figma, Node.js, Databases (SQL)