Phoebe Li

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Education

UNIVERSITY OF CALIFORNIA, BERKELEY EXPECTED 2023 | 3.93 GPA

B. A. COMPUTER SCIENCE

- *Relevant Coursework:* Structure and Interpretation of Computer Programs, Data Structures, Designing Information Devices and Systems, Discrete Math and Probability Theory, Computer Architecture, Efficient Algorithms and Intractable Problems
- *Student Organizations:* Blueprint Technology (develops software pro bono for nonprofits)

Experiences

FULL-STACK DEVELOPER | BLUEPRINT TECHNOLOGY SEP 2020 - PRESENT

- Collaborating in a team of five developers and one designer to design and build an internal web dashboard for NSEVP that digitizes their food distribution system and tracks the GAP certification progress of farmers
- Refactored an existing open-source codebase to create a boilerplate with React, Redux, AirTable, and Airlock
- Leveraged Figma wireframes to build out frontend components that will receive data from Node backend

INTRO TO CODE MENTOR | STREETCODE JUN 2020 - AUG 2020

- Mentored students in an 8-week Intro to Code course covering foundational programming concepts
- Facilitated online learning by guiding students through block coding exercises and reviewing Python lessons
- Assisted students in developing their final project; e.g. a custom Reeborg's world and Magic 8 ball simulator

Projects

WORKOUT WARS WEBSITE (MISCHIEFWW.PIEQUEENS.ORG) | WOMEN'S ULTIMATE FRISBEE AUG 2020

- Built a workout tracking website for a local Ultimate Frisbee team based on Cal Women's Ultimate's website
- Modified Django codebase, uploaded new exercise and team data to the sqlite3 database, and deployed the website with Linode server, uWSGI, and Nginx
- Remotely collaborated with one other teammate on the Cal Ultimate team by following git workflow

BLOCKCHAIN DEMO (PHOEBELI23.GITHUB.IO/BLOCKCHAIN/) | PERSONAL PROJECT JUN 2020

- Built online demo with React that helps users learn about blockchain by creating, editing, and mining blocks
- Used crypto-js library for generating SHA-256 hash value and react-bootstrap library for interactive styles
- Employed asynchronous programming to display loading indictor for higher difficulty mining levels

GITLET | CS61B MAY 2020

- Designed and coded in Java a miniaturized Git version control system that runs on your local computer
- Completed the following command functionalities: init, add, commit, rm, log, global-log, find, status, checkout, branch, rm-branch, reset, merge, add-remote, rm-remote, push, pull, and fetch
- Employed unit testing and integration testing into project workflow to ensure robustness of code

JOYOS | CALHACKS OCT 2019

- Collaboratively created web app to track the various emotional states of laptop user during laptop use hours
- Reviewed teammate's application of OpenCV and neural nets to predict user's emotions from webcam feed
- Designed daily smile goals as a benchmark for measuring user's emotional state objectives
- Coded logic for smile notifications with Python, frontend with HTML/CSS, and version control with Git

Skills

Python Java C HTML/CSS Javascript React NodeJS ExpressJS SQL Git