

Jiarun (Rachel) Li

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EDUCATION

University of California, Los Angeles, Los Angeles, CA

Expected June 2022

Bachelor of Science, Computer Science

- Cumulative GPA: 3.5
- Relevant Coursework: Algorithm and Complexity Data Structures Software Construction
Data Science Fundamentals Computer Organization Discrete Math

SKILLS

Technical Skills: C++, C, Python, Java, Javascript, React, HTML, CSS, Git, Web development

Computer Skills: Word, Excel, Powerpoint, Google Software, UI/UX

Language Skills: Fluent in English and Mandarin; intermediate in French

PROFESSIONAL EXPERIENCE

Motigo

August 2019 - September 2019

Ebook Developer Intern

- Created four interactive Ebooks on the platform WeChat to help Motigo exploring new potential businesses since traditional articles are losing their popularity to new medias as a way for people to acquire information
- Used a combination of **Python**, **HTML** and **CSS** to implement ebooks, with over 1000 views and an average viewing time of over 2 minutes. Topics include psychology, traveling, Broadway musicals and personality testing
- Designed user interface and analyzed user experience of each product through researching targeted user group characteristics, analyzing user data feedbacks, and highlighting the advantage of interactive ebook

Haitong International Securities Group Limited

June 2018 - August 2018

Account Management Intern

- Utilized Haitong securities' websites and applications to help investors to register, manage, or revise information on their accounts at Haitong
- Applied efficient **sorting algorithm** to organize scattered files by name, date, and type, resulting in a faster accessing time to files for the administrators

PROJECTS

Gee-nomics

March 2019

- Developed a project that can edit and store genome/DNA sequences, and allow users to present the genome of a new organism and identify all genomes with a high percentage of matching DNA in the library
- Designed searching and matching algorithms that meet the time complexity using **C++**
- Maintained a library of genomes using data structures such as **Trie**

Penelope

January 2019

- Implemented the logistics of Penelope, a video game with levels where the player aims to pass every level by manipulating the zombie hunter to kill zombies and rescue citizens with the help of different goodies
- Developed sets of class with **object oriented programming**, designed level layout and implemented character behaviors using **C++**

CAMPUS INVOLVEMENT

Teach LA Dev Team & curriculum Team

September 2019 — Present

Technical contributor and lecturer in Teach LA

- Improve features of Teach LA **webpage** which targets at disadvantaged students in LA
- Learn fetching data from Firebase API and using **React** to work on frontend
- Refactor site layout and improve rendering method using **SASS**
- Teach python to 8th grade students at Sepulveda Middle School every Thursday

MentorSEAS

September 2019 — Present

Mentor in the UCLA School of Engineering and Applied Science

- Provide freshman mentees with academic, social, and psychological assistance
- Organize events and help them with transitioning into college