# 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
 Deperating System

Software Construction

#### **SKILLS**

**Technical Skills**: C++, C, Python, Java, Javascript, Swift, React, HTML, CSS, jQuery, Git, Web development, Bootstrap

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**Computer Skills**: Word, Excel, Powerpoint, Google Software, UI/UX **Language Skills**: Fluent in English and Mandarin; intermediate in French

#### PROFESSIONAL EXPERIENCE

## Huawei Technologies (might need to rename???)

June 2020 - September 2020

Frontend Intern on network solution team?

• ..... the data flow one

Tencent May 2020 - August 2020

Researcher

...... the rppg heart signal one

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 to help investors to register, manage, or revise information on their accounts
- · Collected user's data and analyzed user' distribution and product preference from the data collected
- 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**

Cipher Salad January 2019 - April 2020

Dev team member and designer

...... the kid's lesson one with teach LA

AR Tour Guide January 2020

- Develop an iOS app, in a group of 7, that aims to improve visitors' experience when touring UCLA with an augmented reality bruin introducing the various places on campus
- Implement page loading and page transitions using swift through Xcode
- · Fabricate rendering method for loading area-based introduction text based on core location detection
- · Design loading page and home screen using Figma. Resolved screen size conflict of different elements

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