

# WINSTON LI

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**Research interests** hover around programming language design and theory, e.g., formal methods and analysis. Quick learner, unique thinker, and team player. (Resume last updated Dec 15, 2025.)

## EDUCATION

**UC Irvine** • B.S. in Computer Science, 3.97 / 4.00 GPA

Sep 2024 – Jun 2026 / 2027

- Data Structures
- Algorithms
- Software Engineering
- Compilers
- Formal Languages & Automata
- Quantum Computation

## PROJECTS

**Lambast** • research project using Rust

Feb 2025 – ongoing

- Building a whole-program optimizing compiler for untyped  $\lambda$ -calculus as project for ICS Honors Program and Undergraduate Research Opportunities Program.
- Researching which compiler optimizations actually benefit lazy functional languages in practice and by how much.

**Checkers AI** • class project using Python, C++, and Shell

Sep 2025 – Dec 2025

- Built Checkers AI with partner using **Monte Carlo techniques**.
- Created auxiliary **Python** and **Shell** scripts for testing, benchmarking, and profiling.

**Misc. websites** • personal projects using Svelte, TypeScript, Tailwind, and GitHub Pages

2023 – 2024

- Reduced served asset sizes by **58-70%** via precompilation and WebP compression techniques.
- Implemented directional page transitions with **View Transitions API** and **Svelte** transitions.
- Statically hosted Wordles; integrated seedable PRNG to select “answer of the day” w/o backend.

## LANGUAGES AND TOOLS

- **Proficient** in Rust, JavaScript / TypeScript, Python, Svelte, and Tailwind.
- **Familiar** with C / C++, Git, GitHub Actions, HTML, CSS, Nix, LaTeX, Typst, and Unix systems and shells.
- **Acquainted** with most mainstream languages, e.g., C#, Go, Haskell, Java, Lua, Ruby, and SQL.

## EXPERIENCE

**Learning Assistant** • UC Irvine

Mar 2025 – ongoing

- Delivered effective supplementary pedagogy for **Python** and upper-div **Algorithms**.
- Spearheaded study sessions to guide students through identified gaps in understanding.
- Coordinating with professors via weekly meetings to enhance student learning.

**Intern** • LGBTQIA+ Identity Commission @ UC Irvine

Oct 2024 – Jun 2025

- Facilitated outreach efforts to students and orgs in collaboration with 8 other interns.
- Led a team of 3 to organize and host themed Gayme Show™.

**Programmer** • Video Game Development Club @ UC Irvine

Sep 2024 – May 2025

- Worked with a team of 13 to create a typing game in **C#** and **Unity**.
- Led dev of main UI window, e.g., responsive user input handling and real-time feedback.
- Leveraged **Git** and **Trello** to streamline collaboration between departments.