

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 λ -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.	