

Yuli Zhang

(415) 842-4801 | yuzhanghung@berkeley.edu | www.linkedin.com/in/yuli-zhang

EDUCATION

University of California, Berkeley

August 2023 – May 2027

- Bachelor of Arts in Computer Science

TECHNICAL SKILLS

- **Hardware & IT:** Computer diagnostics, hardware troubleshooting, OS installation, IoT fundamentals
- **Programming Languages:** CSS, HTML, JavaScript, Python, Java, C, R, Scheme, SQL
- **Frameworks & Libraries:** React, Bootstrap
- **Digital Literacy Support:** Device setup, email assistance, account creation, OS navigation, software installation
- **Tools & Software:** Google Workspace, Microsoft Office, Git, GitHub, VS Code, Figma
- **Languages:** Mandarin, Cantonese, Spanish
- **Relevant Coursework:** Machine Architecture, Artificial Intelligence, Data Structures, Structure and Interpretation of Computer Programming, Foundations of Data Science, Linear Algebra, Discrete Math

PROJECTS

Melody Explorer Web App | Dev/Mission

2025

- Created a user-friendly music exploration website focusing on clear navigation and accessible design.
- Developed interactive pages using HTML, CSS, JavaScript, and Bootstrap to improve the user experience.

LightCount – NeoPixel Guessing Game | Dev/Mission

2025

- Developed an interactive game using NeoPixels and a keypad in Tinkercad, programming game logic in C++.
- Simulated LED patterns and keypad input to create a round-based guessing game.
- Debugged game logic and input handling in a virtual environment, strengthening troubleshooting skills.
- Gained hands-on experience with microcontroller programming and interactive electronics simulation.

Build Your Own World | University of California, Berkeley

2024

- Created a 2D game world in Java, allowing players to move a character through a simple, interactive environment.
- Added moving enemies that decrease the character's health when touched, causing a 3-second freeze for the player to react.
- Improved the game by enabling avatar customization and updating the health display with different pictures based on the character's health.

TECHNOLOGY EXPERIENCE

Frontend Development Intern | *Ripe.Money*

June 2025 – Aug. 2025

- Contributed to a React-based monitoring dashboard project, implementing new UI features and improving user experience.
- Added a message notification system with toast popups and persistent message history
- Debugged and fixed issues in the status history tracking system, ensuring accurate date handling and edge case coverage.
- Gained hands-on experience with GitHub workflows (PRs, reviews, merging, CI/CD checks) and collaborative code review practices.

Student Intern | *EMBA Hass School*

Aug. 2024 – May 2025

- Analyzed Hotel Hass EMBA pricing for 2025 and 2026 using Python in Jupyter Notebook, providing helpful insights for pricing decisions.
- Worked with a partner to organize our findings in an Excel report for EMBA staff.
- Helped EMBA staff check their profile book for grammar and missing information to ensure everything was accurate.
- Reviewed attendance data for EMBA 26 Term Zero and created a presentation on Google Slides to share our results.

INFORMATION TECHNOLOGY EXPERIENCE

Pre-Apprentice | *Dev/Mission*

Sept. 2025 – Dec. 2025

- Completed a pre-apprenticeship program focused on web development and IT fundamentals.
- Gained hands-on experience with HTML, CSS, and Bootstrap to design responsive web pages.
- Learned foundational IoT (Internet of Things) and hardware troubleshooting skills.
- Developed career readiness skills, including resume building, communication, and professional networking.

Tech Assistant | *San Francisco YouthWork*

Oct. 2022 – May. 2023

- Provided critical technical support in a public library, assisting patrons with diverse technology needs including software installations and email setup.
- Troubleshooting a wide range of issues across different devices, enhancing user satisfaction and operational efficiency.

STUDENT ORGANIZATIONS

- Fiat Lux, EOP STEM, CS Scholar, Data Scholar, Computer Science Mentor, UCB Society of Women Engineers, Pioneers in Engineering