

Yuli Zhang

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EDUCATION

University of California, Berkeley

Intended Bachelor of Arts in Computer Science

Berkeley, CA

01/2023 – 05/2027

- **Relevant Coursework:** Data Structures, Structure and Interpretation of Computer Programming, Foundations of Data Science, Programming Fundamentals - Python (City College of San Francisco), Linear Algebra
- **Student Organizations:** Fiat Lux, EOP STEM, CS Scholar, Data Scholar, Computer Science Mentor, UCB Society of Women Engineers, Pioneers in Engineering (PIE)

SKILLS

Languages: Java, Python, R, Scheme, SQL, CSS/HTML/Javascript (Beginner)

Fluent in English, Mandarin, Cantonese; Intermediate Spanish

WORK EXPERIENCE

Quantitative Analytics Project and Graphics Design Media Project

Berkeley, CA

08/2024 – Present

Student Intern

- 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.

Goat23, Entrepreneurship Program Participant

San Francisco, CA

02/2022 – 07/2023

Student Intern

- Developed and refined a detailed business plan for a startup focused on dog photography, conducting extensive market research to identify target demographics and potential revenue streams.
- Engineered and implemented financial projections and marketing strategies, enhancing business visibility and engagement through digital marketing campaigns.
- Presented the business strategy to the Network for Teaching Entrepreneurship (NFTE).

San Francisco YouthWork

San Francisco, CA

10/2022 – 05/2023

Tech Assistant Intern

- 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.

PROJECTS

Build Your Own World

Java, 2D Game Development

- 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.

LEADERSHIP

Youth for Community Engagement

San Francisco, CA

05/2020 – 06/2022

Secretary/Contact

- Led a program tailored for newly arrived Chinese immigrant youth, helping them adapt to a new country and engage in community volunteer activities.
- Organized and managed monthly activities at a local senior home, enhancing community engagement and providing enriching experiences for older adults.
- Monitored and documented volunteer hours, ensuring accurate tracking for organizational records.
- Created detailed monthly reports on volunteer activities and outcomes using Google Sheets, enhancing organizational transparency and improving communication with stakeholders.