

JONATHAN LI

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EDUCATION

UNIVERSITY OF CALIFORNIA, DAVIS | June 2021

B.S. in Computer Engineering, GPA: 3.7

TECHNICAL SKILLS

Languages: Python, JavaScript, HTML/CSS, Unix, Java, C++, C, SQL, PHP, Perl

Technologies: Git, Docker, AWS, Regex, Jekyll, MVC, Flask, Pytorch, Spacy.io

EXPERIENCE

UC Davis C-STEM, Davis | January 2019 – March 2019

Robotics Intern

- Designed a four-wheel all-terrain robot through combining two LinkBots to invent a new coding activity for the RoboPlay 2019 High School Robotics Competition held annually in May at the UC Davis Activities Recreation Center
- Tested robotics textbook exercise solutions and wrote four solutions in Ch language (think C and C++) so that they would fit their particular problem specifications

Tri-City Band Corps, Fremont | June 2016 – June 2018

Deputy Chief Technology Officer

- Implemented email opt-out unsubscribe link for our quarterly newsletter using Salesforce Visualforce (think HTML) and Salesforce Apex (think Java) to conform with CAN-SPAM Act and thus prevent email lawsuits
- Created WordPress plugin using PHP and Salesforce Leads REST API to allow high-school band members to see their volunteering service hours upon logging in to the Tri-City Band Corps website

PROJECTS

Senior Capstone, Davis | October 2020 – Present

Natural Language Processing

- Prototyped Yelp Chrome Extension in three days by combining online code examples to accomplish a real-world implementation of our Comment Summarizer to demo during Senior Capstone presentations
- Merged Yelp business and review csvs into a single csv where each line corresponds to a business and its associated Yelp reviews for easier sentiment analysis scoring for my team members

Personal Project, Fremont | November 2020 – January 2021

CanvasSync

- Discovered bug when CanvasSync failed to download the updated version of the course syllabus for my Data Structures and Algorithms class
- Fixed code by introducing a file timestamp check in Python to ensure successful downloading of the latest version of course curriculum files from UC Davis Canvas (online platform where professors post grades, quizzes, and homework)

EE-Emerge, Davis | October 2019 – June 2020

SnapLights

- Wired together Neopixels (lights), camera, digital microphone, and Texas Instruments microcontroller board using UART, SPI, Python, and C to achieve 3x3 Tic-Tac-Toe game where players move their face to control the X or O marker
- Edited project video demo using photos aggregated over six months and linked to the video on our GitHub Pages website built using Jekyll to serve as our presentation during Virtual Picnic Day

SackHacks, Sacramento | November 2018 – January 2019

Prerequisite Tracker

- Created rectangular blocks that can be dragged around (using PlainDraggable.js) and connected together (using Leaderline.js) for a flowchart web app that helps university undergraduate students plan their four-year schedules
- Added a toolbar menu with five horizontal buttons though JavaScript and CSS that allows university classes to be created, renamed, dragged around, joined together or removed though a single mouse click