

Elizabeth Li

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Education

University of California, Berkeley

Berkeley, CA

B.S. ELECTRICAL ENGINEERING AND COMPUTER SCIENCE, GPA 3.65

Aug. 2016 - present

- Algorithms and Intractable Problems, Probability and Random Processes, Data Structures, Linear Algebra, Computer Architecture, Machine Learning, Discrete Math and Probability, Signals and Systems, Artificial Intelligence
- Undergraduate Student Instructor for CS 61c: Great Ideas in Computer Architecture Spring 2019

Work Experience

NVIDIA

Santa Clara, CA

SOFTWARE ENGINEERING INTERN

May 2019 - present

- Build custom Ubuntu package management server to increase stability and enforce versioning in build system for internal and external releases, with support for custom packages and updates
- Design and implement python testing framework for docker and image builds to integrate into Jenkins and run locally
- Manage and create builds of first customer release for DriveAV Platform team

NIO

Santa Clara, CA

FIRMWARE ENGINEERING INTERN

May 2018 - Aug. 2018

- Designed and implemented framework of catching and reporting Diagnostic Trouble Codes for processes controlled by central gateway and telematics unit of car, including body controls, connectivity, and CAN network management
- Wrote C and Python for ARM and Linux systems interacting with LIN, CAN, Ethernet, MQTT, and Protobuf communication
- Established and documented standard for reporting error codes for further development

Dishcraft Robotics

San Carlos, CA

SOFTWARE ENGINEERING INTERN

May 2016 - Aug. 2016

- Integrated Xbox controller into existing ROS communication network as teleoperation control for testing and validation
- Created table-top test bench of room-sized robot for software development with sensors, motors, and robotics arms and began development of system-level and component unit tests for safety and functionality
- Worked with sales representatives of distributors to manage orders and develop professional partnerships

Clubs and Extracurriculars

CalSol

Berkeley, CA

ELECTRICAL LEAD

Aug. 2016 - present

- Developed and taught 6 week new-member training program introducing circuit design, schematic, layout, and firmware concepts through lab-based curriculum as starting point for working on electrical projects for interested students
- Manage scheduling, task allocation, design decisions within electrical while coordinating with other subteams to finish car
- Updated C++ firmware for efficiency and readability with feature improvements for previous car Zephyr

Drubin / Barnes Lab

Berkeley, CA

LAB ASSISTANT

Jan. 2018 - present

- Improved Matlab image processing pipeline usability by creating a GUI to handle all operations, decreasing user input from 20+ clicks to 5, and adding additional data analysis and visualization options for increased flexibility
- Building second iteration of python framework to analyze 4D microscopy data using Scipy, Tensorflow, and ImageJ

VR @ Berkeley

Berkeley, CA

UNITY DEVELOPER

Aug. 2016 - May 2017

- Used Unity to create action and location based triggers for gameplay of horror game for HTC Vive
- Created drawing demo in C# using Vuforia and markerless augmented reality to showcase openARK API hand tracking

Projects and Interests

PROJECTS

THETA TAU WEBSITE

May 2019 - present

- Lead project to redesign frontend using React and integrate into existing Ruby on Rails framework to modernize website

PYCODEVIS

Nov. 2018

- Used Pillow to create graph-drawing visualization of Python program workflow, mapping relations between functions
- Winner of Cisco API prize CalHacks 2018

SKILLS

Languages Python, C, Java, Bash, Matlab, SQL, Golang, C++

Software ROS, Docker, Unix, Git, CAN

Interests Math, Theta Tau, Cooking, Hiking and Backpacking, Reading