Alex Li

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Seeking an entry-level position in graphics and software engineering that provides me with the opportunity to learn more about the industry and room for further advancement.

Education and Credentials

Graduated: University of California, Berkeley; B.S. in EECS (Spring 2010)   Upper Division GPA: 3.38

Relevant Courses:

- Computer Science, User Interfaces
- Microelectronic Circuits
- Computer-Aided Geometric Design
- Foundations of Computer Graphics
- Computer Science, Efficient Algorithms
- Advanced Digital Animation
- CGI Animation Studies

- UCBUGG: Maya modeling
- Structure and Interpretation of Signals and Systems
- Computer Science, Database Systems
- Computer Science, Operating Systems
- Computer Science, Machine Structure
- Computer Science, Data Structures
- Computer Science, Structure and Interpretation

Group and Project Experience

iBC's iPhone Prototype   *User Interface Design*   Spring 2010
- Semester long project that involved prototyping, implementing, and testing a fully functional iPhone application.
- iBC's is an edutainment tool that allows children to creatively learn their ABC's and numbers.

Object Mesh Morphing   *Computer-Aided Geometric Design*   Fall 2009
- Individual final class project; the program creates a fluid transition of one 3D mesh into another, tackling the problem of dense point-to-point correlation.

Path Tracer   *Foundations of Computer Graphics*   Fall 2009
- Final class project; worked in a four person group; wrote a Monte Carlo Path Tracer that replicates all the light paths in a scene, making it more accurate than the basic ray tracer.
- Implements Real BRDFS from the Merl Database to approximate the reflectance of real world materials.

Subdivision, Ray Tracer, Phong Shader   *Foundations of Computer Graphics*   Fall 2009
- Worked with a partner on these three projects; wrote a ray tracer, Phong shader, and uniform and adaptive subdivision program from scratch.

***Runaway* Project**   *Advanced Digital Animation*   Fall 2008-Spring 2009
- Year-long project; worked in a group of thirteen people starting from brainstorming and storyboarding to implementation in order to produce a fully developed animated short.

Professional Experience

Intel Research Berkeley   *Proteus Demo, Intern*   Spring 2009-Summer 2009
- Designed the storyline and storyboards for a presentation introducing the new Proteus Project.
- Created a 3D demo showcasing the different features of Proteus, the end host security project.

Technology CAD Research Team   *Research Intern*   Summer 2008-Summer 2009
- Developed JAVA applets for existing and new simulation tools; improved functionality of current applets.
- Website administration; created and updated linkage of simulation and post-processing to web requests.

Activities

Computer Science Undergraduate Association   *Member*   Fall 2009-Present
- Helped educate the Computer Science student body, and provided opportunities to enter the software industry.

IEEE   *Member*   Fall 2008-Present
- Met to discuss technical information and projects.

Associated Students of UC Berkeley   *Academic Affairs Intern*   Spring 2007-Summer 2008
- Helped organize and manage a research-based seminar for the students of Berkeley.

OASES   *Tutor*   Spring 2007
- Helped students in Oakland reach their California benchmarks in writing, comprehension, and mathematics.

Skill Set

- Familiar with C++, C, OpenGL, Java, HTML, Objective-C, Cocoa Touch, PostgreSQL, MIPS, and Scheme
- Experienced programming in Microsoft Windows, GNU/Linux, and Mac OS X systems
- Proficient with Maya, Premiere, Photoshop, Dreamweaver, Eclipse, Visual Studio, Emacs, GDB, and SVN
- Diligent, fast learner, and proficient in task management
- Fluent in Chinese (Mandarin)