

Brandon Li

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Education

University of California, Berkeley

Bachelor of Arts (B.A.) Computer Science, GPA 3.9/4.0

May 2023

Skills

- ◆ **Technical Languages** Javascript/Typescript • Python • Java
Golang • C • C# • Ruby • Swift • Lisp
- ◆ **Libraries/Frameworks** Node.js • Ruby on Rails • .NET • React • Vue
GraphQL • Protobuf • Express/Spring • Nuxt
- ◆ **Technologies** Kubernetes • Docker • AWS (S3, ECR)
MongoDB • MySQL • Terraform • Socket.io

Coursework

- ◆ **CS 186** • Database Systems
- ◆ **CS 161** • Computer Security
- ◆ **CS 162** • Operating Systems
- ◆ **CS 188** • Intro to AI
- ◆ **CS 170** • Efficient Algorithms
- ◆ **CS 61C** • Machine Architecture
- ◆ **CS 61B** • Data Structures & Algorithms

Professional Experience

Microsoft • SharePoint Infra/Scalability Team | *Software Engineering Intern*

May 2022 - Aug 2022

- ◆ Designed and implemented a generic **delta sync** framework for SiteMove, a scalability tool that moves sites to different databases for load balancing, that leverages SQL and app-level change tracking.
- ◆ Incorporated a failed SiteMove run recovery feature using partial commits from delta sync.
- ◆ Reduced customer downtime of SiteMove from up to 14 hours to a guaranteed **5 minute SLA**.

Microsoft • SharePoint Infra/Scalability Team | *Software Engineering Intern*

May 2021 - Aug 2021

- ◆ Implemented a metric aggregation service to understand data integrity issues with customer settings, as well as an extendable framework to detect, monitor, and fix those issues.
- ◆ Improved load balancing of threads for gradual database mitosis of sites, which improved the performance and reduced customer downtime by **15%**.

PHET Interactive Simulations | *Software Engineering Intern*

May 2019 - Aug 2020

- ◆ Lead developer for interactive simulations *Vector Addition* & *Collision Lab*, each with **2-3 million+** uses per year.
- ◆ Implemented core simulation features, including a **non-discrete physics engine** to predict rigid body collisions, optimized for performance in native Javascript environments.
- ◆ Maximized global educational impact with translatability and inclusive accessibility features.

Berkeley Codebase

Sep 2020 - Present

- ◆ Software consulting organization that builds products for high-growth tech companies every semester.

Nuro.ai | *Project Manager*

- ◆ Created a kiosk for remote vehicle operators to smartly clock in and out according to their assignments for the day and test ticketing service for operators to view and request tests on vehicles.

Addepar | *Software Developer*

- ◆ Built an efficient & scalable Entity Search microservice for customers to have the ability to search for financial entities.

Keep Truckin | *Software Developer*

- ◆ Created **Seldon Core ML microservices** and deployed them to a **Kubernetes** network to route & scale different versions of the lane & vehicle detection models.

Circle Inc. | *Software Developer*

- ◆ Developed a USDC blockchain management dashboard that allows users to manage their USDC on multiple blockchains.

Fairview Web Team | *Team Lead*

Aug 2018 - May 2020

- ◆ Leader of the school Web Team, a student-run organization that maintains and updates the Fairview High School website, which hosts **10,000+** weekly page views from parents, students, and staff.
- ◆ Developed a content template creation system that allows admin to customize and sustainably manage content.

Selected Projects

PurplePOV

Feb 2021

- ◆ Built a bipartisan match-making chat web application that was awarded the **Grand Prize Winner** at **HackSC 2021**.
- ◆ Implemented a match-making system and a real-time chat room that fetches news articles based on the political topic.