

Jonathan Li

Software Developer

About Me

I am a full stack developer with an emphasis on solving the problem. I specialize in using whatever technology is effective for the job, whether it be JavaScript, Python, AppleScript or any other programming language. Many of my personal GitHub projects either involve automating something or adding features to open source projects.

Contact Information

Location: Fremont, CA

Skills & Expertise

★ ★ ★ PROFICIENT

Python, JavaScript ES6, React, HTML, CSS, NextJS, C, C++, Chrome Extension, Github Pages, Gmail Addon, Google Apps Script, Jekyll, MATLAB, PHP, TesseractOCR, UART, WordPress

★ ★ COMFORTABLE

Redux, Java, AWS IoT, AWS SNS, Bash, Drupal, Flask, Github actions, Hugo, I2C, NXP IoT, PowerShell, Raspberry Pi, SPI, Vercel, Verilog

★ FAMILIAR

Jenkins, Ruby, TypeScript, C#

Professional Experience

Design Automation Engineer at Intel

August 2021–Current

I automate the development of Process Design Kits (PDKs) which are used by Electronic Design Automation (EDA) companies if they want to use Intel Custom Foundry to fabricate semiconductor chips.

Robotics Intern at UC Davis CSTEM

January 2019–March 2019

I wrote Ch/C/C++ coding solutions to 4 robotics challenges for the RoboPlay 2019 High School Robotics Competition. I also designed a 4-wheel robot by combining 2 LinkBots (connectable robots) to create a new coding activity. Additionally, I also tested programming exercises within the Arduino and LinkBot textbooks they behaved correctly.

Deputy Chief Technology Officer at Tri-City Band Corps

June 2016–June 2018

I fixed the quarterly email newsletter by implementing the unsubscribe link opt-out process using Salesforce Apex and Visualforce to comply with CAN-SPAM Act. I also developed a WordPress plugin which queries the Salesforce Leads REST API so that band members can see their service hours. Additionally, I transferred the Tri-City Percussion website away from to a new domain name provider to cut monthly hosting expense, rewrote the website in Drupal and registered a domain name without hyphens to improve SEO.

Education

B.S. Computer Engineering

UC Davis

I graduated a year early with a 3.7 GPA and an Electrical and Computer Engineering Department Citation Award. In Computer Science, I took Data Structures, Algorithms, Operating Systems, Object-Oriented Programming, Human Computer Interaction, and Theory of Computation. In Electrical Engineering, I took Circuits, Signals and Systems, Digital Systems, Probabilistic Analysis, Embedded Systems, Digital Electronic Circuits, and Computer Architecture.

Hobbies & Interests

I spend most of my free time exploring and learning. I bike, play trombone, and visit public parks. I also dive into different research topics including ancient history, economics, and spirituality.