

Brian Li

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EDUCATION

California Polytechnic State University, San Luis Obispo, Expected May 2028
Bachelor of Science in Computer Engineering – San Luis Obispo, CA

- **Activities:** Cal Poly Engineering Ambassador, Hack4Impact Software Developer, and Hackathon Winner
- **Relevant Coursework:** Data Structures and Algorithms, Object-Oriented Programming, Systems Programming, Computer Hardware Architecture and Design, Electrical and Electronic Circuits I/II

EXPERIENCE

Incoming Systems Engineer Intern, Booz Allen Hamilton – Honolulu, HI June 2026 – Aug 2026

Information Technology Assistant, Cal Poly Information Technology Services – CA Nov 2025 – present

- Reduced troubleshooting times by 25% by standardizing resolution steps for account, device, and network issues.
- Resolved 200+ Jira tickets with 85% first-touch resolution across Wi-Fi networks and Windows, macOS, and Linux.

Instructional Technologist Intern, Digital Ready Hawaii – Honolulu, HI June 2024 – Sept 2024

- Increased support capacity by 4x by training 4 apprentices to resolve common hardware and software issues.
- Taught 150 seniors computer literacy and security in Windows, Microsoft tools, hardware, and software.

Customer Service Associate, Chick-fil-A Restaurants – Honolulu, HI June 2023 – Sept 2024

- Processed \$300,000+ in transactions for 20,000 customers while maintaining 98% transaction accuracy.

PROJECTS

ReBalance — 2nd Place, Cal Poly CPES Hackathon May 2026

Lead Hardware / Software Developer

- Built a \$74 Arduino balance therapy prototype as a low-cost alternative to traditional clinical balance systems, integrating 4 FSR pressure sensors with a React dashboard for real-time rehab feedback.
- Deployed the sensor-to-web pipeline by streaming ~20 Hz Arduino pressure readings over USB / Web Serial and converting live left/right force data into balance scores, calibration, progress tracking, and rehab game controls.

Flip That Digit Game June 2025 – Sept 2025

- Integrated a real-time embedded game using Assembly and SystemVerilog with 10 physical switches, LED feedback, and seven-segment display output in an OTTER MCU / Basys3 system.
- Implemented 4 core game-flow states: input polling, validation, release/debounce handling, and win/halt behavior, using RARS for memory setup and Vivado for hardware deployment and testing.

Operation Surf Backend Sept 2025 – present

- Streamlined backend infrastructure for 600 volunteers at Operation Surf, a nonprofit helping 3,000+ veterans.
- Reduced data-fetching complexity by ~55% by consolidating program, day, and shift data into Next.js API workflows.
- Co-developed shift management across 5 API route files and 3 MongoDB / Mongoose models for access-aware CRUD functionality for programs, days, and shifts and validating 10+ API workflows with Postman.

SKILLS

Hardware: SystemVerilog, VHDL, ARM Architecture, Assembly, FPGA, CrazyFlie, Raspberry Pi, KiCAD, LTspice, Vivado

Software: C, C++, Java, Python, TypeScript, JavaScript, Next.js, SQL, MongoDB

Tools: Git/GitHub, Docker, Linux (VirtualBox), Claude, Codex, VS Code, Jira, Rhino3D, Figma