

# KEVIN LI

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## EDUCATION

### University of Central Florida

Bachelor of Science in Computer Science

Orlando, FL

Expected Fall 2029

## EXPERIENCE

### Software Engineer Intern

May 2026 – Present

UCF Institute for Simulation & Training

Orlando, FL

- Achieved stable **90 FPS** on Meta Quest 3 by engineering a real-time VR radiation simulator in Unity (C#) that accurately renders alpha, beta, and gamma particle trail physics.
- Reduced context-switching friction for educators by building a dual-perspective system (macro table view and first-person chamber view) with seamless real-time switching across **4+** radiation sources.
- Delivered an open-source AR/VR radiation physics prototype for ORAU with a **4-person** team, enabling interactive lab-quality learning without physical equipment.

### Treasurer

May 2026 – Present

Graphics Programming Knights

Orlando, FL

- Manage finances for GPK, a CS RSO serving **160+** UCF students, overseeing club budget, expense reports, and event reimbursements.
- Led procurement of **100+** branded club t-shirts, negotiating vendor pricing and coordinating design selection, ordering, and member distribution.

### CS Workshop Committee

Mar. 2026 – Present

UCF SASE

Orlando, FL

- Helped plan and set up **3+** CS workshops on web development, algorithms, and AI alongside the Technical Chair.
- Drive workshop awareness through social media campaigns, STEM lecture-hall announcements, and on-campus tabling to boost sign-ups across each semester.

### Outreach Team

Jan. 2026 – Present

Knight Hacks

Orlando, FL

- Represent Knight Hacks at **3+** tabling events, pitching the RSO to students and incoming freshmen to grow campus engagement.
- Drove **25,000+** Instagram views through targeted event announcements and multi-channel marketing campaigns.

## PROJECTS

### CrisisNet | Next.js, React, TypeScript, Tailwind CSS, Python, Google ADK

- Won Best Use of .tech Domain at HackUSF 2026** by architecting an AI-powered multi-agent disaster response platform for Tampa Bay flood resilience, shipping bilingual English/Spanish alerts in a **4-person** team.
- Enabled real-time shelter discovery for at-risk residents by building a Next.js dashboard frontend in TypeScript and Tailwind CSS, integrating live Leaflet maps and Recharts visualizations of historical Tampa Bay flood data.
- Automated personalized shelter matching for disaster victims by integrating the frontend with a Google ADK backend orchestrating **5** specialized agents (Scout, Triage, Resource, Comms, Coordinator) across **48** geocoded shelters, dispatched via Mailgun-powered email alerts.

### Vigil | Next.js, React, TypeScript, FastAPI, SQLite, WebSockets, OpenAI API

- Delivered frontend features for an open-source self-hosted SIEM dashboard as part of a **6-developer Agile** team, tracking work across sprints via **Jira** ticketing.
- Enabled real-time security event monitoring by building a Next.js dashboard frontend in TypeScript spanning **4** live views (events explorer, alert feed, health monitor, settings), streamed continuously via **WebSockets** from a FastAPI + SQLite backend.
- Enabled parsing of effectively unlimited log formats by wiring the frontend to REST APIs supporting **120+** predefined Grok patterns, with OpenAI-generated fallback patterns auto-created for unrecognized formats.

### FlashQuest | Python, PyQt6, Pygame, Google Gemini API, ElevenLabs API

- Gamified the study experience by designing a PyQt6 flashcard UI and Pygame RPG battle screen in a **4-person** team, shipping **16** unique cards across **4** rarity tiers and **6** combat mechanics (poison, bleed, stun, dodge, multi-hit, instakill).
- Eliminated manual flashcard creation by integrating the Google Gemini API to auto-generate Q&A pairs from any user-uploaded **PDF** or **DOCX**, parsing files via pdfplumber and python-docx.
- Expanded accessibility for visually-impaired and auditory learners by integrating the ElevenLabs API for full text-to-speech audio playback of all flashcard content.

## TECHNICAL SKILLS

**Languages:** Python, C, C#, HTML, CSS, JavaScript, Java, TypeScript

**Frameworks / Libraries:** React, Next.js, Tailwind CSS, FastAPI, PyQt6, Pygame, Unity, Leaflet, Recharts

**Developer Tools:** Git, GitHub, Vercel, Supabase, SQLite, WebSockets, Jira, Docker

**Certifications:** CompTIA IT Fundamentals+ (2024), CompTIA Tech+ (2025)