

# Alex Li

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1208 Bonnybank CT, Oakville, ON

## Education

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2020 - 2025

**University of Waterloo, Waterloo** – *Bachelor of Computer Science*

- 3.84/ 4 GPA | 88.4% Cumulative Average

## Skills

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**Languages:** Java (2 years) / Python (8 months) / C# (6 months) / C++ (6 months)  
/ HTML, CSS, JS (3 months)

**Technologies:** Git / Django / OpenCV / ROS / CAD & 3D Printing / Bash / Linux / Vim / Unity

## Projects

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### BlackJack-Trainer

<https://github.com/1liale/BlackJack-Trainer>

- Created an efficient and responsive **Java** program that trains users to become better at the card game BlackJack using the card-counting and basic strategies.
- Applies **Object Oriented Programming** to organize cards, hands, and players into a properly organized hierarchy.

### EvolutionGame AI

<https://github.com/1liale/EvolutionGame>

- Python game created using the **pygame** module.
- Modelled a neural network using the **numpy** library.
- Explored using the **Genetic Algorithm** to modify the weights and biases of the network.

### RollingBall Game

<https://github.com/1liale/RollingBall/>

- A clean windows desktop game where users control a ball rolling down a hill to avoid obstacles on its path while collecting coins.
- Developed the game using the **Unity Game Engine** with scripts coded in **C#** and custom-made game assets.

## Experience

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August 2018 - March 2020

**YMCA Lifeguard and Instructor, Oakville, ON**

- Demonstrated positive leadership and influence for children. Showcased responsibility and decision making skills when creating weekly lesson plans.
- Communicated effectively with patrons and staff.