Andy Li

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EDUCATION

The University of British Columbia   **Vancouver, BC**
B.Sc., Combined Honors in Computer Science and Math   *Expected Graduation: May 2027*
- Coursework: software engineering, operating systems, networking, parallel computing, computer vision.

EXPERIENCE

Software Engineer Intern   **Vancouver, BC**
Amazon Web Services, Inc.   *May 2025 - Sept. 2025*
- Lead the integration of AWS Bedrock and RDS SQL Server, creating a natural way for users to use Bedrock in their automated SQL Server pipelines, pushing the feature on mainline with a feature flag.
- Developed APIs in C# and Java for RDS IAM role integration and authentication to allow for future AWS service integration with SQL Server, eliminating the use case for multiple manual workflows.
- Wrote T-SQL scripts to monitor system tables and database metadata for feature usage and adoption metrics.
- Refactored internal developer tools for building and deployment to support new Windows programs and features.

Software QA Engineer Intern   **Vancouver, BC**
Incognito Software Systems   *Sept. 2024 - April 2025*
- Developed a suite of 200+ automated API and UI tests in Java and Typescript for various Incognito products, maintaining software and fixing over 40+ bugs.
- Automated product deployment on linux machines using Ansible playbooks, accelerating QA setup and testing.
- Increased Jenkins pipeline uptime by 400% and reduced build times by 30% with a Docker-based architecture.

Computer Science Teaching Assistant   **Vancouver, BC**
UBC Department of Computer Science   *July 2024 - April 2025*
- Led weekly labs with 90 students per week, achieving an average rating of 4.9/5 for student engagement and fostering a positive learning environment.
- Guided over 90 students with developing event-driven Java code by helping with optimizing program design, debugging, and basic Java knowledge.
- Answered questions and lead weekly lecture activities of classes over 200+ in size.

Software Developer   **Vancouver, BC**
UBC Game Development Club   *Oct 2023 - Dec 2023*
- Designed and implemented a movement and a tile management system in *Godot* using C# and GDscript.
- Boosted development process with UML diagrams, increasing efficiency by 25% and streamlining system structure.

TECHNICAL PROJECTS

Tower github | *TypeScript, Python, SQLite, Raspberry Pi,*
- Designed and implemented a distributed file synchronization and discovery tool for local networks.
- Utilizes a Raspberry Pi as a central server to auto save files and upload/download them automatically via a CLI.
- Server only holds metadata for efficient indexing, with device-specific SSH keys ensuring secure file transfer.

Simplified TCP Server | *C++, GDB, Make, Shell*
- Developed a server with a TCP-like protocol with proper connection, disconnection, and in-order packet delivery.
- Utilized *C++*'s socket API to manage network communication effectively on different ports.
- Ensured robustness through testing with GDB and Shell scripts, with automated building using Make.

Blossom github | *TypeScript, Python, SQL, React Native, Flask*
- Developed a full stack mobile app for users to grow a garden through physical exercise.
- Utilized geo-fencing and geo-location tracking to effectively determine a user being inside/outside.
- Engineered an API to communicate with a SQL database to manage user's gardens and their friends list.

TECHNICAL SKILLS

Languages: Typescript, Java, C++, C, C#, Rust, Python, SQL, MATLAB.

Frameworks and Libraries: Flask, Express, React, React Native, JUnit, Playwright, Selenium.