

Tony Li

647-607-7698 | tli.hba2027@ivey.ca | tony-li.ca | [in](#) | [GitHub](#)

EDUCATION

Western University

Honours Specialization in Computer Science

London, ON

Class of 2028

- Cumulative GPA: 94.55%, Major GPA: 98.0%, Dean's Honor List

- Courses: Algorithms (100%), Logic and Computation (97%), Software Tools and Systems Programming (99%), Software Engineering (95%), Discrete Structures (95%), Data Structures (100%), Comp Sci Fundamentals (100%)

Ivey Business School

Honours Business Administration

London, ON

Class of 2028

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, C, SQL, HTML/CSS, R, LaTeX, VBA

Frameworks & Libraries: JUnit, React, Tailwind CSS, Playwright

Tools: Visual Studio Code, Eclipse, IntelliJ, PyCharm, Git, Node.js, RStudio, Microsoft Excel, Access

EXPERIENCE

Productions Crew Member

Sept. 2024 – Present

Western University Students' Council (USC)

London, ON

- Integrated and operated end-to-end audiovisual systems in **live environments**, diagnosing failures by tracing signal paths to isolate **root causes**, ensuring uninterrupted productions and minimized downtime across **30+** events.
- Collaborated with coworkers, touring technicians, and event clients to adapt Western's audiovisual systems to specific event requirements and triage real-time technical issues, receiving recognition from **Alan Walker** for the successful delivery of a sold-out concert to **1,200+** attendees.
- Led technical operations as the sole operator during high-pressure live theatre productions, independently managing AV systems while adapting to evolving client requests, resulting in coordinated productions delivered to **2,000+** attendees over 6 performances.
- Identified low engagement and converted a trivia event into karaoke, working with Western executives to rapidly redesign the program within **10 minutes**, increasing attendance from 3 to **75+** participants.

PROJECTS

Canada Computers Stock Tracker [GitHub](#)

- JavaScript, Node.js, Playwright, Axios, HTML, Discord Webhooks*
- Designed a stock-tracking tool in **Node.js/JavaScript** that monitors product availability and sends **real-time** alerts, allowing for automation to reduce manual tracking.
 - Refactored the codebase into **reusable modules**, using environment variables and **change-detection logic** to improve maintainability and output clarity.
 - Leveraged **Playwright** to automate browser interactions and parse inventory data on a scheduled basis across all stores, ensuring reliable and timely availability tracking for buyers.
 - Integrated Discord webhooks to deliver notifications with support for **personalized alerts** and priority messaging to user-selected stores, enabling a customizable and targeted notification system.

QuackHaven [GitHub](#)

Java, JavaFX, JUnit, CSS, JSON, Git, UML

- Collaborated with a team of 5 to design and build a virtual-pet game in **Java**, featuring inventory management, save/load game states, parental controls, and an integrated Blackjack-style minigame (QuackJack).
- Implemented backend logic and **modular components** for core functionality and **data persistence**, improving code organization while ensuring alignment with design specifications.
- Developed **JUnit** tests covering all major systems and logic, improving **reliability** and preventing **regressions**.
- Designed the software through **UML** diagrams and detailed **requirements**, **design**, and **testing** documentation, defining system architecture and class responsibilities, ensuring team alignment during implementation.

Personal Website: tony-li.ca [GitHub](#)

- JavaScript, React.js, Tailwind CSS, EmailJS*
- Used **React.js** and **Tailwind CSS** to create my personal portfolio website, deployed with **Vercel**.
 - Incorporated a responsive layout with mobile-first navigation and theme toggling, improving **accessibility** and **user experience** across devices.
 - Built a secure custom contact form utilizing **EmailJS** configured with environment variables, streamlining communication with website visitors