Will (Ming Lun) Li

2A Computer Engineering – Class of 2020

>Technical Skills

Programming Languages

Experienced: C/C++, JavaScript

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(in/willminglunli

Will-MingLun-Li

Familiar: Python, PHP

Technologies

Web: HTML5, CSS3 Database: MySQL

Frameworks & Libraries

Node.js, jQuery, Lodash, Flask

Testing & Integration

Mocha (Chai), TestComplete

Tools & Services

Mercurial, Git, Bash, Heroku, CouchDB, Linux, Matlab

> Awards & Interests

Co-President, Nepean High School Computer Science Club (2013-2014)

Executive, Nepean High School Math Club (2014-2015)

Member, University of Waterloo AppDEV Club (Ongoing)

Recipient of University of Waterloo President's Scholarship (2015)

Recipient of Nepean High School Advanced Functions 4U Subject Award (2015)

Top 25% Distinction on UWaterloo Math and **Computing Contests**

- CSMC (2014)
- Fermat (2013
- CCC (2013)

>Experiences

Software Development Engineer Telogis, Inc.

Sep - Dec 2016 Toronto, ON

- Developed **Node.is** Script that cleans up expired alerts in **CouchDB**, improving performance by **20%**
- Worked on an Alert Engine system that stores traffic data in **CouchDB** based on analysis of current road conditions
- Made enhancements to selection fields and DOM structure in **PHP** for the Telogis user portal application

Software Test Engineer

Bioinformatics Solutions Inc.

Jan - Apr 2016 Waterloo, ON

- Created a simple and organized set of automation test cases in an **Agile** scrum environment using **TestComplete**
- Self-learned **Bash** and **Git** on the job to perform source control for the newly created test cases

> Projects

Stock Analyzer | HackTheValley 2017

Jan 2017

- Designed a web application that analyzes stock market price and alerts the user when patterns of interest appear
- Implemented the back-end with **Python** (Flask) and a dynamic front-end with Bootstrap and JavaScript

Hiyori Bot | Messenger Bot

Nov 2016 - Jan 2017

- Developed a chatbot using **Node.js** that retrieves the weather information of the user's current location
- Used Google Geocoding API for the user's coordinates and OpenWeatherMap API for weather of that location

Tetris | HTML5 Game

Feb 2016 - Mar 2016

Created Tetris with **JavaScript** purely on **HTML5** canvas with mobile-friendly features that detect user swipes

Jobminer | ConUHacks 2016

Jan 2016

- Worked in a team of four to design a web application that matches a user's skills with the job descriptions.
- Implemented the functionality with JavaScript/jQuery and the UI with **Bootstrap** and **CSS**