

Henry Li

Software Engineer

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Education

B.S. Cognitive Science AI/HCI

September 2019 - June 2021

University of California, Santa Cruz, CA

Experience

Flask Blog Project

<https://github.com/Henrycodeproj/Blog-project>

Python, Flask, HTML, CSS, JavaScript, Bootstrap, MySQL

- Launched a full-stack C.R.U.D. microblogging site to provide a social platform for open discussion about board games.
- Used API data sent from the MySQL database to render information dynamically.
- Hits as high as 5,000 in a day.
- Implementation of user followers, comments, likes with MySQL relational database
- Enhanced Javascript knowledge in and learned to use fetch function for asynchronous updating and routing.

Turtle Python Game

<https://github.com/Henrycodeproj/Turtle-python-wall-game>

Python

- Analyzed solutions to work around constraints of the library.
- Integrate inspired mechanics from a board game into the code logic.
- Converted a python learning library into a game that implements game features, mechanics, and keyboard interactions for two players.

Skills

Programming: Python, JavaScript, CSS/HTML, Flask, Django, MySQL, Bootstrap, OOP/Design, Git

Soft Skills: Perseverance, Problem Decomposition, Project Management, Time Management, Detail orientated, Adaptability, Creativity

Languages: English, Cantonese