Henry Li

Software Engineer

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Github
LinkedIn
Personal Portfolio

Eager recent university graduate, who is a self-educated software engineer with fundamental knowledge of Object Oriented Programming/Design and standard coding practices. Ready to provide innovative solutions and ideas in order to solve complex problems with a perseverance mindset. Adaptable to unfamiliar technologies and proficient in creating full-stack, interactive, user focused web applications.

SKILLS

Technologies: Python, JavaScript MySQL/SQL, HTML, CSS, Bootstrap, REST API, Data Structures, Algorithms, Git, O.O.P/Design
Frameworks: Flask, Django, React JS
Languages: English, Cantonese

TECHNICAL EXPERIENCE

Random Recipe Generator   **January 2022 — Present**
React JS   *Link*

- Asynchronous fetch calls to TheMealDb API to dynamically generate recipes.
- Exploring animation libraries compatible with react to create interactive and smooth transitions to every generated recipe.
- Provides a solution for people who are looking for new recipes or foods to try.

Blog Project   **Oct 2021 — Dec 2021**
Python, Flask, HTML, CSS, JavaScript, Bootstrap, MySQL   *Link*

- Launched a full-stack C.R.U.D. micro blogging site to provide a social platform for open discussion about board games.
- Created schema in MySQL to handle user information and posts.
- Used Relational tables to implement references to users, comments, followers and likes.
- At least 10 visitors daily.
- Applied JavaScript fetch function for asynchronous updating and routing.

Turtle Game   **Aug 2021 — Oct 2021**
Python   *Link*

- Imported a python learning library called Turtle into a game that implements game features, mechanics, and keyboard interactions for two players.
- Converted mechanics from a board game called Quoridor and implemented as working features for the project.
- Analyzed solutions to work around constraints of the library.
- Exposure to attributes, methods, logic, instances and other O.O.P concepts.
- Constructed object interactions, a timer, replay function and score keeping.

EDUCATION

B.S. in Cognitive Science focused in AI/HCI. University of California, Santa Cruz   **Sep 2019 — June 2021**

EXTRACURRICULAR ACTIVITIES

Chinese Student Association   Sep 2019 — June 2021
Vietnamese Student Association   Sep 2019 — June 2021
Cognitive Science Student Association   Sep 2019 — June 2021

AWARDS

Cameron House Academic Scholarship

PERSONAL INTERESTS

Photography, Coding, Aquascaping, Biking, Board games, Piano, Hiking, Car Work, Sightseeing, Cooking, Basketball, Chess