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Henry Li

Software Engineer

<https://github.com/Henrycodeproj>
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<https://henryli.info/>

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

PROJECTS

Random Recipe Generator

Jan 2022 — Present

React JS

<https://github.com/Henrycodeproj/Random-recipe-generator-React>

- Asynchronous fetch calls to TheMealDb API for recipe data and images.
- Using animation libraries compatible with react to create interactive and smooth transitions.
- Designed user centered application to save queried recipes using local storage.

Blog Project

Oct 2021 — Dec 2021

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

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

- Launched a full-stack C.R.U.D. micro blogging site to provide a social platform for open discussion about board games with at least 10 daily visitors.
- Created MySQL schema to handle user information and posts.
- Implemented Relational tables for users, comments, followers and likes.
- Applied JavaScript fetch function for asynchronous updating and routing.
- Integrated user authentication and token password reset.

Turtle Game

Aug 2021 — Sept 2021

Python

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

- 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 — Jun 2021

Vietnamese Student Association

Sep 2019 — Jun 2021

Cognitive Science Student Association

Sep 2019 — Jun 2021

AWARDS

Cameron House Academic Scholarship

PERSONAL INTERESTS

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