

(628) 228-8321  
San Francisco, CA  
lihenryhl.work@gmail.com

# Henry Li

Software Engineer

[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

Jan 2022 — Present

*React JS*

[Link](#)

- Asynchronous fetch calls to TheMealDb API endpoint for recipe data and images.
- Exploring animation libraries compatible with react to create interactive and smooth transitions for every generated recipe.
- Designed user friendly 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 with at least 10 visitors daily.
- Created schema in MySQL 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*

[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 — 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