

# JEFFERSON LI

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## EDUCATION

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### University of Toronto

BSc in Computer Science GPA: 3.71/4.0

Toronto, Ontario

Sept 2018 - April 2023

- Specialist in Software Engineering, Minor in Statistics

## EXPERIENCE

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### Amazon

Software Development Engineer Intern

Toronto, Ontario

June 2022 - August 2022

- Fully gathered requirements, designed, implemented and tested a new React Front-end in 12 weeks
- Demonstrated coach-ability by taking advice from manager to simplify platform and engage with end-users
- Showed commitment to customers by organizing 4 end-user interviews to understand customer values and pain-points
- Exhibited adaptability by accommodating evolving requirements from end-users while consistently surpassing all scheduled targets
- Earned the only intern recognition by upper management during quarterly strategy meeting, and received a return offer

### Fidelity Investments

Full-Stack Developer / Automation Intern

Toronto, Ontario

Sept 2021 - June 2022

- Utilized Angular to implement bug fixed and iterations on Fidelity UniFide
- Proactively volunteered to join the automation team during understaffing.
- Designed and implemented conversion and reporting services using Java Spring Boot, streamlining tasks for hundreds of internal Fidelity employees.

### Temerity Analytics Inc.

Full-Stack Developer Intern

Toronto, Ontario

Jan 2020 - Sept 2020

- Refactored client-facing admin interface using Angular and Django leading to an increase in usability and stability and resulting in a final performance evaluation of 'Excellent'
- Increased API test coverage by 40%, and sped up some endpoints by more than 80% by leading a unit testing effort

## PROJECTS

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### Edgeracer | HTML/TS/CSS, Tensorflow.JS, PixiJS

August 2023

- Developed a driving simulator utilizing PixiJS
- Implemented an AI learning system using Deep Q Learning techniques (reinforcement learning), using TensorFlow.JS
- Designed and implemented the loss function and back-propagation within the Neural Networks
- Optimized hyper-parameters and the reward function resulting in the agent achieving convergence to a successful strategy within 300 episodes

### LoL Genius | React, Python (Flask, scikit-learn, pandas), Riot API

June 2021

- Created a match results prediction tool using machine learning and the Riot Games API
- Players can predict their match outcome with 73% accuracy

### Pathfinder | HTML/JS/CSS

April 2021

- Built a visualizer for path-finding algorithms, which allows users to easily build maps and mazes and visualize the traversal of the path-finding algorithms

## TECHNICAL SKILLS

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- Programming Languages: JS/Typescript, HTML/CSS, Python, Java
- Frameworks/Libraries: Angular, React, NodeJs, RxJS, Redux, NumPy, Tensorflow
- Tools: Git, Jira, Github Actions, Figma

## INTERESTS

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- Machine Learning, Reinforcement Learning
- Hiking, Backpacking, Camping, Endurance Running, Biking