KENNY LUO-LI

514-802-1638 – Qc, CA – github.com/Kenny-star – https://www.linkedin.com/in/kenny-luo-li-10aa44199/

EDUCATION

Concordia University

Montreal, Quebec

Bachelor of Science in Computer Science

September 2022 - Present

Relevant Coursework

 Data Structures & Algorithms, Machine Learning, Artificial Intelligence, Data Communications & Computer Networks, Databases, Advanced Programming with C++, Operating Systems, and Web Programming.

RELATED EXPERIENCE

Opal-RT Technologies

Montreal, Quebec

Full Stack Developer Intern February – August 2022

- Engineered a **React JS** & **Redux**, and **Django** tool for efficient indexing, reducing manual data entry errors.
- Developed a configuration management database system with Visio and Django, streamlining browsing and content management.
- Engaged in Agile sprints and stand-ups, driving feature prioritization and swiftly adapting to client feedback to improve the tool's effectiveness and performance.
- Assisted in deploying the web app and NoSQL database on MS Azure Platform ensuring secure access on a
 private cloud and providing scalability for future growth.
- Implemented an advanced search feature, significantly improving item filtering and retrieval efficiency.

PROJECTS

VRODA | Angular TypeScript, Java, MySQL, Spring Boot, Selenium - E2E - Integrations Tests

Crafted a dockerized e-commerce web application for clients, employing a scalable MVC microservices
architecture storing over 500+ rows on the cloud.

My A-EYE | React.is, Flask, Tailwind, Open AI, Whisper AI

Developed a verbal virtual assistant to assist visually impaired individuals in understanding their surroundings.

DrooVE | Node.js, JavaScript, Tailwind

Hackathon Winner: "Best Beginner Project", CodeJam12

• Engineered a truck driver itinerary optimization system, leveraging **Google Maps Platform** APIs to suggest rest stops based on origin, endpoint, and total sleeping time.

Dungeons & Dragons | C++, Doxygen

Developed a D&D terminal game engine encompassing fighter classes, ability scores, enchanted weapons, NPC
enemies, progress saving and loading, campaign and map builder, and combat mode.

Covid Tracking System | React.js, Django, MySQL

Built a BCNF-compliant MySQL database with 200+ entries depicting relationships in the healthcare
infrastructure for COVID-19, showcased on a dashboard with data management and an email alert system.

TECHNICAL SKILLS

- Programming Languages: Java, Python, Typescript, Javascript, C#, C++, PHP, Arduino, Bash, SQL, C
- Operating Systems: Windows 10+, MacOS, Linux (Ubuntu & RasbianOS), Unix
- Database: SQL Server, MySQL, Oracle, Firebase, PhpMyAdmin
- Software: VS Code, Jira, Confluence, Android, MS Office, Docker, VM, Git Bash, IntelliJ, Eclipse, Pycharm