Patent Li

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EDUCATION

UNIVERSITY OF TORONTO
Bachelor of Science in Statistics – Machine Learning and Data Science, Dec 2021
Relevant Courses:

> Software Design | Software Tools and Systems Programming | Design and Analysis of Data Structures | Introduction to Databases and Web Applications | Human-Computer Interaction | Introduction to Numerical Algorithms for Computational Mathematics | Computer Organization | Operating Systems | Introduction to the Theory of Computation

EXPERIENCE

iOS Developer | Maple Leaf Foods: Sept 2018 – Apr 2019
- Developed applications to record visitors at plants/offices and manage the downtime of production lines
- Used Swift and Xcode to create applications and communicated with web services using RESTful API
- Worked with plant managers, receptionists and UX/UI Designers to ensure best functionality and quality of applications

PROJECTS

Hacking Role Playing Game (Unity and C#)   May 2020 - Present
- Built custom Unity editors to manage dialogue, game systems and story
- Implemented Saving and loading using Serialization
- Managed workflow and tasks with Trello

Multiplayer Game (Node.js, jQuery, HTML, CSS)   Jan 2020 – Feb 2020
- Developed an online multiplayer 2D open world game with building, destructible terrain, inventory, usable items and more.
- Used Socket.IO for real time event-based communication
- Play the demo on ***patland.live***

Game Server Plugins (Java)   Sept 2015 – Jun 2018
- Developed mini games and utility server plugins for the game Minecraft
- Managed and modified live data of players and world entities on a multiplayer server
- Handled asynchronous processes and player/world events

Mock Banking Application (Android Studio, Java)   June 2017 – Aug 2017
- Took the role of Scrum Master of the team. Lead meetings, planned and assigned tasks, managed the members of the team.
- Applied agile methodologies: Sprints, User Stories, Planning Poker, Working Agreements and Standup Meetings.

TECHNOLOGIES AND LANGUAGES
- **Programming Languages**: C#, Java, Python, SQL, JavaScript, Swift, R
- **Frameworks**: Node.js, React, Socket.IO, jQuery
- **Tools/Other**: Git, Xcode, Unity, Game Maker Studio, Unreal Engine, FL Studio 20