Richard Li

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WORK EXPERIENCE

Full-Stack Developer   May. 2023 – Aug. 2023
EarthLabs, Inc   *Co-op*

- Improved the user interface and optimized the performance of an **online trading platform** using **React, NextJS**, and **TypeScript,** resulting in a **25%** increase in platform engagement
- Utilized **Zapier** workflow to create an automated content summarization system that fetches stock RSS feed and summarizes through **OpenAI** api to provide short, precise stock information to traders
- Independently led the development of a paper trading project, integrating real-time stock market data and simulating investment strategies with **NodeJS** and **REST API**

Backend Developer   Mar. 2021 – Apr. 2022
ValueCentric   *Part-time*

- Led the development of a **Python** automation app that streamlined CRUD operations and HubSpot API integration with a user-friendly GUI, saving over **5 hours** per week in manual data editing labour
- Managed over **2,000 HubSpot** accounts, balancing both client and employee profiles enhancing data integrity and operational efficiency

Freelancer   Apr. 2021 – on going
self-employed   *Remote*

- Established a track record of high client satisfaction through responsive communication, timely delivery, and customized solutions that precisely met diverse client needs in a fast-paced freelancing environment
- Accumulated over **$10,000** in revenue from a portfolio of diverse projects, harnessing **Python** and **React** to deliver high-quality solutions
- Conducted many critical reviews and enhanced existing systems and applications, ensuring optimal performance and user satisfaction.

PROJECTS

Riverside 🐙

- Full-stack application built using **MERN** from scratch with a mobile version built using **React-Native**
- Implemented a token-based authentication system with encryptions and storage for users data on **MySQL**
- Hosted an **Express** server using **Elastic Beanstalk** with S3 buckets on **AWS**
- Added payment infrastructure using PayPal's API together with **Stripe**

3D Pathfinding Visualization 🐙 ↗

- Visualize a variety of **pathfinding algorithms** on a 3D-rendered interface using **Three.js** and **React**
- Developed and integrated sophisticated **maze-generation algorithms**, creating intricate obstacle courses to demonstrate and analyze the efficiency of various pathfinding techniques

EDUCATION

University of Waterloo   Graduation May 2027
Bachelor of Computer Science   *Waterloo, ON*

- Relevant Coursework: Operating System, Data Structures & Algorithms C++

SKILLS

Languages: JavaScript, TypeScript, Python, Java, C++, C#, SQL, Rust, Swift, Racket
Developer Tools: Git, Docker, GCP, AWS, Kubernetes, MongoDB, MySQL, Firebase, PostgreSQL, Postman, Figma
Libraries/Frameworks: React, React-Native, ThreeJS, Web3JS, Angular, NextJS, Tailwind, Material-UI, ExpressJS, Django, Flask, Selenium, Numpy