Andy Li

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Education

University of Toronto	**Toronto, ON, Canada**
Bachelor of Applied Science, Electrical Engineering	**September 2023 – May 2028**
Merivale High School	**Ottawa, ON, Canada**
High School Diploma, International Baccalaureate Diploma	**September 2019 – June 2023**

Skills: C, C++, Python, HTML, JavaScript, CSS, MATLAB, AutoCAD, Microsoft Excel, React, SQL, Quartus Prime, Modelsim

EXPERIENCE

The Innostation Foundation| Software Developer   **July 2024 – August 2024**

- Lead and managed a team of 3 in using React, Node.js, and MySQL and developing a full-stack web-app
- Created and managed relational databases and integrated back end with front end software to provide a functioning and dynamic platform
- Developed and maintained a new organization website with HTML, JavaScript, and CSS, increasing downloads by 20% every week

University of Toronto Aerospace Team | Data Processing Team Member   **September 2023 – Present**

- Collaborated with a team to design and implement a sensor model for satellite-based agricultural mapping
- Conducted in-depth research on scanning systems to identify optimal sensor configurations for satellite cameras
- Enhanced accuracy and efficiency of agricultural mapping processes by contributing to a robust sensor model

UofT Engineering Strategies and Practices Course I & II| Design Director   **September 2023 – May 2024**

- Collaborated in teams of 5 and 7 to design an improved navigation system and garage entrance, facilitating research and data entry in Excel to improve operation efficiency
- Produced and utilized Gantt charts and status reports for consistent updates with head engineers and clients
- Managed the design process, generating over 100 solutions and creating technical reports highlighting 3 final designs for each project
- Developed functional prototypes and graphics for reports in AutoCAD and Photoshop

Art Club President | Merivale High School   **September 2022 – July 2023**

- Organized and managed events ranging from small gatherings to school-wide activities by collaborating with staff and external club executives
- Increased membership by 300% through effective marketing via social media, posters, and in-person outreach
- Oversaw operations including budgeting, task delegation, and launching a digital art business to fund activities

Youth Dream Canada | Piano Tutor   **August 2021 – November 2021**

- Designed personalized learning plans, advancing two beginner students by two levels within three months
- Organized weekly student material for efficient learning and taught 2 beginner students 2 booklets of content
- Maintained communication by scheduling lessons and writing status reports every week to staff and guardians

PROJECTS

FPGA Shooting Game   **September 2024 – December 2024**

- Developed a shooting game on the DE1-SoC FPGA board using Verilog
- Integrated a mouse, keyboard, and VGA adapter for user input and graphics display
- Verified functionality through simulations and debugging in Quartus Prime and ModelSim

GenAI Genesis Hackathon   **March 2024**

- Designed a head-worn navigation device for the visually impaired in a team of 3 and won Best AI in Accessibility
- Integrated hardware (Arduino, Raspberry Pi) and software (MongoDB, OpenCV, Google Gemini) using Python