Thomas Li

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EDUCATION

University of Ottawa — Ottawa, ON
Bachelor of Applied Science in Software Engineering (CO-OP & French Immersion Stream) — *Sep. 2024 – Dec. 2028*
- Cumulative CGPA: 9.8/10.0 (equivalent to 3.92/4.0 GPA)
- Dean's Honour List
- Software Developer for the Supermileage Electric Car Team
- Member of the Engineering Student Society's Charity Ball commitee
- Relevant Coursework: Intro to Web Development, Intro to Programming in Python, Intro to Object Orientated Programming in Java

EXPERIENCE

Embedded Software Developer Internship — May. 2025 – Aug. 2025
Telesat LEO Inc. — *Ottawa, ON*
- Embedded programming in C++ and Python
- Developing cutting-edge embedded satellite communication software solutions
- Created internal tools and documented them on Confluence
- Added 6 CTs in Zephyr Scale

Software Developer — Sep. 2024 – Present
University of Ottawa's Electric Car team — *Ottawa, ON*
- Developed code in **C** to handle various car telemetry tasks on a **Raspberry Pico** using **OpenSDK** and **CLion**
- Wrote proper documentation and clearly communicated solutions to team members

PROJECTS

SurveyMonkey AI-Driven Feedback | *JavaScript, SurveyMonkey, ChatGPT, AdSense API, Git* — Jan. 2025
- Developed an AI-driven solution, "Opinionated Orangutans", to enhance retail consumer feedback using the SurveyMonkey API
- Incorporated ChatGPT and AdSense APIs to create user profiles and personalize the survey experience based on consumer preferences
- Collaborated in a team of four to win 1st place in the SurveyMonkey Challenge at uOttaHack 2025

Translatable | *Swift, SwiftUI, Xcode, Git, APIs* — Jan. 2025 – Present
- Developed a macOS application that integrates AI to facilitate learning a new language
- Utilized **Swift** for the backend and **SwiftUI** for the frontend, **Git** for version control, and **APIs** for data retrieval from ChatGPT and the **macOS SDK**

Bunny Defenestration | *Unity, C#, Git, GitHub, DaVinci Resolve* — Sep. 2023 – Jan. 2024
- Developed a tower defence video game using **Unity** in **C#**
- Utilized **GitHub** for collaboration and version control in a team of 4
- Created animations and assets using DaVinci Resolve and GIMP
- Leverged Adobe Photoshop and DaVinci Resolve to create a marketing video promoting the game

Hang Time | *Flask, Bootstrap, Python, HTML, CSS, SQL, Git* — Sep. 2024
- Developed a web application that help plan social "hang time" and manage individual schedules. It allows users to efficiently plan hang out time and increase productivity
- Utilized **Flask** to create the calender application and Bootstrap for the frontend, **SQL** for the database and account storage

TECHNICAL SKILLS

Languages: Java, Python, C, C#, SQL (mySQL), JavaScript, HTML/CSS
Frameworks: Flask, JUnit, WordPress
Developer Tools: Git, Docker, Firebase, VS Code, PyCharm, Zephyr Scale, Jira, Confluence
Libraries: NumPy, Matplotlib