



ERIC LI

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Education

University of Waterloo

Honors Bachelor of Software Engineering

Joint Statistics Double Major, Combinatorics & Optimization Minor

September 2018 – April 2023

Waterloo, ON

GPA: 3.9, Dean's Honor List

Technical Skills

Languages: Java, Python, C++, Go, JavaScript, TypeScript, SQL

Technologies: React, NextJS, Express, Flask, MySQL, MongoDB, PostgreSQL

Tools: AWS, Snowflake, BigQuery, Git, Terraform, Linux, Bash, Docker, Kubernetes

Experience

Cloudflare, Inc

Data Engineer Intern

May 2021 – July 2021

Austin, TX

- Built data ingestion ETL pipelines in Spark and Scala to collect analytics data in GCS buckets and BigQuery.
- Optimized Kafka HTTP traffic ingestion service written in Go by implementing batched stream processing and converting ingested data to Parquet file format; reduced cloud storage usage by 88% and cloud compute costs by 80%.

Lacework, Inc

Software Engineer Intern

May 2020 – November 2020

San Jose, CA

- Implemented relational SQL database query optimizations and queueing microservice in Java saving \$1.5M+ per year.
- Designed queue abstractions for a distributed job scheduler in Go to enable horizontal scaling and report internal state and job statistics.
- Created a distributed data loader microservice in Java to pipeline data from AWS S3 to Snowflake, increasing data throughput by more than 250%.

Hyperdoc, Inc

Founder, Y Combinator W20

January 2020 – April 2020

Sunnyvale, CA

- Founded a Y Combinator backed developer tool startup that helps software teams and open source project contributors create better documentation and onboarding materials.

Lacework, Inc

Software Engineer Intern

September 2019 – December 2019

Mountain View, CA

- Created an extensible testing framework from scratch in Java to schedule and run tests for data pipeline microservices, utilizing Docker and Kubernetes; reduced engineering time spent on pipeline testing by 50%.
- Designed features for a custom query language translator in Java using ANTLR to dynamically generate SQL.

Nuance Communications, Inc

Software Developer Intern

January 2019 – April 2019

Montreal, QC

- Implemented 15+ new features and bug fixes in a virtual assistant creator tool made with Java Spring.
- Constructed Jenkins and GitLab CI/CD pipelines for 2 projects, resulting in a reduction of over 80% of bugs and issues.

Projects

C Subset Compiler | C++

July 2021

- Created a MIPS instruction set compiler using C++ for a subset of the C language

Image Repository | Express, JavaScript

May 2021

- Developed an extensible image upload repository server in Express using JavaScript with JWT authentication.
- Designed database schema and API endpoints to support metadata tagging with edit, search and filter functionality.

CC3K+ Dungeon Crawler Game | C++

April 2021

- Created a rogue-like text-based GUI game with object oriented principles such as multiple inheritance and polymorphism and utilized observer and decorator design patterns

Leadership

UW Blueprint

Technical Lead

January 2021 – Present

Waterloo, ON

- Led and mentored a team of 5 developers, a project manager, and a designer to build a full stack judging and adjudication platform using NextJS, JavaScript and PostgreSQL.
- Developed and executed the engineering roadmap by translating client functional requirements into product features.