

William Li

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LinkedIn

GitHub

Portfolio

Technical Skills

Languages: TypeScript, JavaScript, Python, Java, C, C++, SQL, Bash, HTML, CSS

Frameworks: React, Next.js, Express, Node.js, React Native, REST API

Technologies: Git, Docker, Roblox Studio, Linux (Ubuntu), PostgreSQL, MySQL, MongoDB, SQLite

Projects

Escape From Windows | *React, TypeScript, Node.js, Express, Docker, REST API, Java, Python* | [Devpost](#) Jan 2026

- **SystemHacks 2026 – Most Outstanding Project (First Memory Byte Award)**
- Built a full-stack browser-based puzzle game using **React**, **TypeScript**, and a **Node.js/Express REST API** to manage persistent game state, authentication, and session data.
- Developed a **Python-based AI hint engine** that analyzes player interaction patterns and dynamically generates contextual hints using heuristic modeling.
- Containerized the application with **Docker** and **Docker Compose**, ensuring reproducible development and production environments during a 24-hour hackathon.
- Implemented automated **CI/CD pipelines** with **GitHub Actions**; deployed frontend to **Vercel** and backend services to **Render**.
- Designed a simulated OS-style UI with modular **React component architecture**, enabling real-time puzzle triggers via structured **client-server API communication**.

Education

Simon Fraser University

Bachelor of Science in Software Systems

Sept 2024 – Present

Burnaby, BC

Relevant Coursework

Data Structures and Programming, Object-Oriented Design (Java), Introduction to Software Engineering, Probability and Computing, Introduction to Computer Systems, Client-Side Development, Probability and Statistics for Computer Science

Leadership & Teaching Experience

STEM Tutor

RoboKids

May 2023 – Jun 2024

Remote

- Delivered instruction in Scratch, Python, Java, robotics, and 3D design to young students.
- Guided students through computational thinking and project-based learning methodologies.

Peer Tutor

Simon Fraser University

Jan 2025 – Mar 2025

Burnaby, BC

- Led structured review sessions before midterms and finals for computing science courses.
- Assisted peers with debugging strategies, algorithmic problem solving, and concept clarification.

Volunteer Debugger

Roblox Community Development

Jul 2025 – Present

Remote

- Identified and resolved gameplay bugs in community-developed Roblox games using Lua scripting.
- Collaborated with developers to improve game stability, performance, and user experience.

Certifications & Learning

AWS Skill Builder | Completing hands-on labs and cloud fundamentals, including **EC2**, **S3**, **IAM**, and cloud architecture best practices.

LeetCode Skill Assessments | Practicing **Data Structures**, **Algorithms**, and **Problem Solving** in Python, Java, and C++ to strengthen competitive programming and coding interview skills.

GitHub Learning Lab | Mastering **Git** workflows, version control, and collaborative development on real-world projects.

freeCodeCamp / Codecademy | Frontend and backend web development, including **React**, **Node.js**, **REST APIs**, and responsive design.