# William Li

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## 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**                                                                  Sept 2024 – Present
*Bachelor of Science in Software Systems*                                                              *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**                                                                              May 2023 – Jun 2024
*RoboKids*                                                                                            *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**                                                                             Jan 2025 – Mar 2025
*Simon Fraser University*                                                                             *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**                                                                      Jul 2025 – Present
*Roblox Community Development*                                                                         *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.