

William Qi

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Education

University of Alberta

September 2021 - Present

Pursuing a Bachelor of Science in Computing Science with Specialization

Skills

Programming: JavaScript, TypeScript, Node.js, HTML/CSS, Java, SQL, Python, PHP, R, C++, Redis

Libraries: React, Vue.js, Express.js, Discord.js, Svelte, Jest, Javalin, JUnit5, Flask, Twilio

Tools: Docker, Kubernetes, Firebase, Maven, NPM, Git Version Control, n8n, Android Studio

Experience

Vanmok Leak Detection Technologies - Software Developer Intern

May 2023 – Present

- Created an internal website in **Python** using **Flask**, leveraging the **Active Directory** authentication protocol for secure access control to confidential documents and announcements
- Deployed and configured multiple microservices on **Kubernetes** and **Docker**, optimizing the development and deployment workflow for internal proprietary applications
- Developed a custom plugin for internal statistical analysis within WordPress, leveraging **PHP** and the **WordPress API** to collect, analyze, and present data for informed decision-making

Minecap Games - Lead Developer

January 2023 – June 2023

- Led a team of developers to deliver a polished game experience written in **Java**, shown to over 40,000 unique players
- Dramatically improved server software performance by utilizing **multithreading**, resulting in an increase of over 300% concurrent users
- Oversaw project timelines, allocating resources effectively, and fostered coordination between development, upper management, and operations teams

Relm.US - Full-Stack Developer

June 2022 – April 2023

- Implemented REST API routes in **Express.js** to support account authentication using **TypeScript & SQL** and developed the frontend login and registration screen using **Svelte**
- Integrated **workflow automation tool** support to allow third-party programs to directly interact with our service; allowing support for various business automation use cases
- Planned and developed unit integration tests in **Jest**, increasing code quality and reliability prior to release on production environments

Projects

PizzaServer

- Pioneered the development of customizable game server software written in **Java** with extensive use of **multithreading** and rigorous **unit testing** using **JUnit5**

QRHunter

- Developed an Android app in **Java** to facilitate QR code scanning and data uploading to a **Firebase** database, and served as the project leader, guiding five other developers throughout the development process with extensive **unit testing**, code reviews, and standardized software practices

Overdone

- Created a recipe web application and API using **Express.js**, **React**, and **Typescript** to allow users to search and share recipes with their friends and family