

# William Qi

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## Education

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**University of Alberta**

**September 2021 – April 2025**

Pursuing a Bachelor of Science in Computing Science with Specialization

## Skills

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

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

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

## Experience

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**Vanmok Leak Detection Technologies - Software Developer Intern**

**May 2023 – August 2023**

- 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 **Kubernetes**, **Docker**, and multiple internal proprietary applications, optimizing the development workflow and deployment process
- 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
- Supervised project timelines, maintained backend system health, and performed comprehensive code reviews on pull requests, ensuring both ongoing service stability and future maintainability

**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

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### PizzaServer

- Led 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