

# William Qi

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## Education

### University of Alberta

Pursuing a Bachelor of Science in Computing Science with Specialization

September 2021 - Present

## Skills

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

**Libraries:** React, Vue.js, Express.js, Discord.js, Svelte, Jest, Javalin, JUnit5, Bulma

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

## Experience

### Vanmok Leak Detection Technologies - Software Developer Intern

May 2023 – Present

- Created an internal company site in **Python**, leveraging the **Active Directory** authentication protocol for secure access control to confidential documents and announcements
- Deployed and configured multiple microservices on **Kubernetes** and **Docker**, utilizing containerization and orchestration to ensure scalability, resilience, and efficient management of the application infrastructure
- 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**, reaching an audience of over 40,000 unique players
- Dramatically improved server software performance by utilizing **multithreading**, resulting in an increase of over 300% of concurrent users
- Oversaw project timelines, allocated resources effectively, and fostered seamless coordination between development, upper management, and operations teams

### ReIm.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
- Participated in weekly stand-ups with the team to give progress reports and discuss upcoming priorities

## Projects

### PizzaServer

- Led the development of custom backend Minecraft server software, written in **Java**, that utilizes multithreading and unit testing with **JUnit5**

### ChatReport

- Wrote a **Java** program to interact with a REST API built using **Express.js**, **Redis**, and **SQL** to allow chat infractions in Minecraft to be uploaded to a website for further moderator review.