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.js, Vue.js, Express.js, Discord.js, Svelte, Jest, Javalin, JUnit5, Bulma
Tools: Maven, NPM, Git Version Control, n8n, Android Studio

Experience

Relm.US - Full-Stack Developer   **June 2022 – Present**
- 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
- Coordinated with team members across various teams and time zones to clarify any questions regarding product development
- Participated in weekly stand-ups with the team to give progress reports and discuss upcoming priorities

MadBlock Games - Java Software Developer   **June 2020 – June 2022**
- Partnered with an official Minecraft Marketplace Partner, developing engaging minigames shown to over 2000 unique players using **Java** and **SQL**
- Maintained and upkept legacy services, and development libraries, while supporting backwards compatibility with older client software

iDream Communication Initiative Inc - Full-Stack Developer   **January 2018 – June 2022**
- Led the development of an interactive city roleplay chat-based game application (written in **Node.js**) used by over 10,000 unique players using the Discord API
- Engineered a notification service in **PHP** to alert over 20,000 users about promotional company media
- Managed and mentored a team of developers, performing code review and maintaining code standards
- Acted as the bridge between development and upper management globally, being the connection for resolving and communicating any issues between the two teams

Projects

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

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

Scrumptiousroll
- Collaborated in a hackathon to develop a desktop Chrome extension that can identify real world recipes given anime photos of food using **Python** and **JavaScript**.