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Yutong (Ryan) Li

3rd Year Combined Major in Computer Science and Statistics
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TECHNICAL SKILLS

Languages

- Bash, C, C++, C#, CSS, HTML, Java, JavaScript, PHP, Python, R, SQL, TypeScript, XML

Software | Frameworks

- Android Studio, CLion, Git, GitHub, IntelliJ, Jira, jQuery, JSON, JUnit, Jupyter, Linux, MATLAB, Microsoft Office, MySQL, PyCharm, Slack, Visual Studio Code, Xftp, Xshell, Kubernetes, Docker, CherryPy, Grafana, Prometheus.io, Nuget, .NET

WORK

Software Development Intern   2021 JAN – 2021 AUG

Demonware

- Created an irregularity monitor interface for the Call of Duty crash database using Cherrypy, JavaScript, MySQL, Kubernetes, Prometheus, and Grafana. Features included login authentication, daily database backups, as well as an editable configuration for irregularity thresholds.

- Created crash reporting nuget package to upload thousands of daily program crashes to the internal database using C# and GitLab CI.

- Changed C++ crash report from multi form uploading to CRUD uploading, preventing frequent loss of data in a large upload. Allowed for manual uploading for internal usage.

- Added option for Unreal Engine 4 crash reporter to upload any un-uploaded dumps on game startup, fixing a large bug with un-uploaded crashes.

- Created new Script Runtime Error crash platform, including a Kafka scraper, new website interface, as well as a crash processor to analyze around ten thousand errors daily, then uploading them to the crash database.

Software Developer Intern   2020 SEP – 2020 DEC

Hypatia Systems

- Successfully developed and published the production version of the Hypatia Microsoft Office add-in for non-IE browsers, reaching over ten million users.
- Worked on debugging and implementing features for the Google and Microsoft add-ons, built in JavaScript with jQuery, Semantic UI, and CSS.

Teaching Assistant   2020 JUL – PRESENT

The University of British Columbia, Multiple Courses

- Worked as a team to answer student questions during lecture/tutorials
- Answered student piazza questions, marked assignments, held office hours, gave feedback on group projects, and led tutorials

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PROJECTS

Relational Datingbase – a Dating App

University of British Columbia - CPSC 304

- Web dating application built using PHP and MySQL, using CSS for styling in a relational database class as a team of three
- Created the photo and text feed, reaction ability, MySQL tables, complex SQL queries, as well as building a statistics page, adding miscellaneous features, and testing/debugging problems

GenkiVocab

Personal Project

- Built with Android Studio Java, a dictionary of Japanese vocabulary words in the textbook "Genki"
- Includes common information about each word found, fetched from an online JSON database
- Implemented many structured functions related to the search algorithm

UBC Course Checker

Personal Project

- Python console application that uses Twilio (an automated SMS service)
- User is prompted to enter a course URL they wish to enroll in, and the application checks the URL with a given frequency. Once a seat has opened, the user is automatically texted as a reminder.
- Utilized web scraping and exception catching for unstable internet connections.

"Helth" Game

BC Game Jam 2020

- A side-scrolling game made in Android Studio Java and Kotlin, achieved 3rd most voted for game
- Worked on the music, hit-box physics functions, screen UI, and character attributes with libGDX

EDUCATION

University of British Columbia   2018 SEP – 2023 APR

Vancouver, BC, Canada

- Bachelor of Science, Combined Major in Computer Science and Statistics
- 4.00 GPA