ANDREW LI

US Permanent Resident ◇ Canadian Citizen

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OBJECTIVE

A Highly Motivated Software Engineer seeking for a challenging position to apply my comprehensive experience in software techniques and applications.

EDUCATION

Imperial College London *Oct 2014 - Jun 2018*
MEng in Electronic and Information Engineering *Equivalent GPA: 3.7/4.0*

TECHNICAL SKILLS

Computer Languages C/C++, Python, Java, JavaScript, Swift, Rust
Software & Tools HTML, CSS, Bootstrap, PostgreSQL

WORK EXPERIENCE

Cloudminds Jun 2017 - Sept 2017
Software Engineer Intern

- Worked with the virtualization team to develop system-level debug tools for the company's dualOS product to aid the team in system performance testing and development.
- Took primary responsibility over developing the over-the-air (OTA) software update feature for dualOS, coordinating a team of engineers across cloud, platform, UI and testing departments to carry through to release.

PROJECT WORKS

Pesto Mobile Payments Jan 2018 - May 2018

- Developed a mobile payments platform to facilitate digital payments between users on iOS and web. Worked in a team as both the product lead and developer (backend, web & iOS frontends).
- Utilised Rust's Rocket web framework at its backend to provide performance and type safety, and a microservice architecture using docker containers and protocol buffers.

Luko - Interactive Voice-controlled Robotic Lamp Oct 2017 - Dec 2017

- Prototyped a custom voice activated interactive robotic lamp built on the ROS framework.
- Developed custom VAD system in Python integrated with DialogFlow API for voice recognition and intent processing.
- Project featured as a distinguished project on university social media pages.

Mobile Design for Blind w/ Microsoft Apr 2017 - Jun 2017

- As part of an industrial project, worked with blind users to develop a new interaction framework utilising gesture and voice-based control on iOS platform, making use of OpenEars voice recognition, Wahoo device and iOS accessibility API and frameworks.
- Prmiarily responsible for iOS development, system architecture design, and integration w/ custom hardware device via Bluetooth.
- Received positive remarks from the blind community and generated interest for further investigation from Microsoft Research

REFERENCES

Available upon request.