

ANDREW LI

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OBJECTIVE

Canadian citizen, US permanent resident. Recently graduated, soon to relocate to the San Francisco Bay Area on August 4th. Looking for work in software engineering, ideally with a product focus.

EDUCATION

Imperial College London

MEng Electronic and Information Engineering

Oct 2014 - Jun 2018

TECHNICAL SKILLS

Computer Languages

C/C++, Java, Python, JavaScript, Swift, Rust

Software & Tools

HTML, CSS, Bootstrap, PostgreSQL

WORK EXPERIENCE

Cloudminds

Software Engineer Intern

Jun 2017 - Sept 2017

- 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 the dualOS product, 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 on this project 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, docker containers for scalable design, and protocol buffers for inter-process communication.

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.
- Primarily 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