Amanda Li

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HIGHLIGHTS OF QUALIFICATIONS

- Second-year student in the Computer Science Specialist and Statistics Major programs at the University of Toronto.
- Proficient in programming languages including Java, Python, and C#, and familiar with full-stack development, API integration, and software design principles.
- Experience collaborating in teams on hackathon and course projects, delivering functional applications under tight deadlines.
- Strong problem-solving and analytical skills, demonstrated through designing algorithms, implementing clean architecture, and troubleshooting code across multiple projects.
- Fluent in English and Chinese, with excellent verbal and written communication skills showcased through presentations and group projects.

EDUCATION

University of Toronto   Toronto, ON

Bachelor of Science – Computer Science (Specialist/Major) and Statistics (Major)   *Sep. 2024 – May 2028 (Expected)*

- **CGPA:** 4.0/4.0
- **Achievements:** Dean's List Scholar 2025, Rita F. O'Grady Scholarship Fall 2025
- **Co-op Program:** Arts and Science Internship Program (ASIP)
- **Relevant coursework:** Foundations of Computer Science I, Foundations of Computer Science II, Software Design, Computer Organization, Software Tools and Systems Programming, Computers and Society, The Design of Interactive Computational Media, Data Structures and Analysis, Multivariable Calculus with Proofs, Probability and Statistics I, Probability and Statistics II

PROJECTS

Story Of My Life | *C#, Unity, OpenRouter, ElevenLabs, RESTful API*   Jan. 16 2026 – Jan. 18 2026
- Collaborated in a team to develop The Story of My Life, a 2D top-down immersive language-learning game for UofTHacks 2026, delivering a functional prototype within 36 hours.
- Implemented gameplay, created pixel art assets, and designed memory-based levels using Unity, Aseprite and C#, contributing to an immersive and educational player experience.
- Overcame technical challenges with Unity and API integration, learning asynchronous API calls, audio processing, and modular game design under tight time constraints.

Munchables | *Java, Git/Github, Java Swing Library, Clean Architecture*   July 2025 – Aug. 2025
- Collaborated in a team to develop Munchables, a social media application for food lovers, applying Clean Architecture and software design practices to build maintainable and well-structured software.
- Implemented user profile functionality, enabling profile management and social interaction features through clean, testable internal APIs and modular Java components.
- Coordinated with teammates via Git/GitHub, managing branches, resolving merge conflicts, and performing code reviews to maintain a smooth development workflow.

Steam Game Recommendation Tool | *Python, HTML/CSS, Streamlit, Steam Web API*   Feb. 2025 – Mar. 2025
- Collaborated in a team of 4 to develop a Steam game recommendation tool, implementing a weighted-graph algorithm and using Python, Streamlit, and the Steam Web API to generate personalized game recommendations.

VOLUNTEER EXPERIENCE

Peer Mentor   July 18 2022 – Aug. 2025

Youth Assisting Youth   *Richmond Hill, ON*
- Planned and facilitated weekly outings with a mentee as a peer mentor for the Youth Assisting Youth program, resulting in each outing being engaging and meaningful
- Received an Ontario Volunteer Service Award from the Ministry of Citizenship and Multiculturalism for the volunteer service

TECHNICAL SKILLS

Languages: Java, Python, HTML/CSS/JavaScript, Assembly, C, C#, R
Frameworks & Tools: Git, Maven, JUnit, Figma, RESTful apis, Unity, Streamlit