UBC Science Co-op

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Angus Li

Software Development Engineer

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Results driven Engineering Physics student with strong collaboration skills showcased in past projects and a year of work experience. My passion for tech comes from the excited feeling I get whenever I experience novelty in tech, such as working code or a new and unique product feature. Seeking a second technical internship where I can contribute, learn, and grow while delivering these moments to others.

Education

University of British Columbia Vancouver — Sept 2021 - May 2026 (Expected)
Bachelor of Applied Science
Engineering Physics

- Relevant courses: Software Construction, Instrument Design, Applied Linear Algebra, Signals and Systems, Digital Systems and Microcontrollers

Experience

Junior Technology Analyst Intern – Cyberium Group — Jan 2023 – Apr 2023

- Upgraded and maintained a custom Microsoft Azure security solution using Microsoft Sentinel and KQL based on organizational needs to immediately notify administrators of high-risk account logons based on factors such IP addresses, location, and account privileges.
- Identified repeated or unnecessary data and resources in the access and security logs and reduced cloud storage cost by ~5% with management approval.
- Seamlessly collaborated with cybersecurity and compliance teams to assess a client's product's communication systems and identify areas of regulatory concern. Created deliverables including reports and presentation materials for the client who contracted Cyberium for another project.

CS Teaching Assistant – University of British Columbia — Sept 2022 – Present

- Graded student labs within 48 hours of the submission period end to provide prompt feedback to students and responded to regrade requests within 1 business day.
- Managed a team of 3 invigilators during examinations, facilitating communication between professors and invigilators while reporting issues such as possible misconduct.

Projects

Autonomous Robot

- Collaborated with a 4-member team to design, prototype, and fabricate a fully autonomous robot from scratch in 6 weeks for a "Mario-Kart" inspired racing competition where we placed 3rd.
- Learned to write, tune, and refactor PID code using C++ and PlatformIO. Refactoring reduced the PID code loop time increasing robot responsiveness to sensors and improved line following.
- Created a 6-week timeline for expected progress on robot systems such as chassis design and electrical to identify potential roadblocks and set realistic targets. The timeline allowed the team to identify high priority tasks and allocate time appropriately.

Java Review Sentiment Analysis Program

- Designed and implemented a program which read and stored data from text files to analyze and return the sentiment of user inputs as a member of a 3-person team using GitHub.
- Wrote a comprehensive test suite using JUnit which achieved 100% line and branch coverage.
- Refactored algorithms to improve the time complexity and memory usage.

Skills

- **Languages:** C, Java, MATLAB, Python, C++, KQL
- **Other:** Git, Office