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### 🎓 Education

**Bachelor of Science in Computing Science & Mathematics**  
University of Alberta (Augustana Campus), Camrose, AB  
*Expected Graduation: April 2027*

### 💻 Technical Skills

**Languages:** Swift, SwiftUI, Java, Python, SQL, HTML, CSS, JavaScript, C++  
**Tools & Frameworks:** Xcode, Git, GitHub, Firebase, Node.js, Visual Studio Code  
**Concepts:** Object-Oriented Programming, Data Structures, Algorithms, Web Development, Recursion, Trees, Stacks, Databases, AI, Mobile App Development

### 💡 Projects

#### **Smart Beauty – AI Skincare App (iOS)**

*Swift, SwiftUI, GitHub, Xcode, AI Integration*  
- Contributed to the **iOS development team** of *Smart Beauty*, a production-level AI skincare app  
- App scans a user’s face and recommends personalized skincare tips and products using machine learning  
- Worked with live GitHub repositories, explored SwiftUI architecture, and gained experience in codebase navigation and UI customization  
- Now **live on the App Store**: [Smart Beauty AI](https://apps.apple.com/ca/app/smart-beauty-ai-skin-care/id6744248583)

#### **Battle Card Game App (iOS)**

*Swift, SwiftUI*  
- Built a turn-based iOS card game using SwiftUI and state-driven UI logic  
- Randomly generates card draws for the user and CPU and tracks the score to determine a winner  
- Strengthened mobile UI design skills, app structure, and user interaction handling

#### **Maze Solver (Java)**

*Java, DFS, Stack Data Structure*  
- Implemented a maze pathfinding algorithm using Depth-First Search with stack-based logic  
- Read maze layouts from text files, visually traced paths and dead ends  
- Reinforced understanding of recursion, stacks, and backtracking

#### **Battleship Game (Java)**

*Java, 2D Arrays, Game Logic*  
- Designed a 10x10 interactive Battleship game with randomly placed ships and hit/miss logic  
- Managed game state using 2D arrays and user input parsing  
- Focused on grid-based logic, object orientation, and game state display

### 💼 Experience

#### **Software Developer Intern**

*BlueSense AI – Metro Vancouver, BC (Hybrid)*  
*Jun 2025 – Present*  
- Joined the iOS team for *Smart Beauty*, an AI skincare app now **live on the App Store**  
- Navigated GitHub repositories, strengthened skills in Swift/SwiftUI, Xcode, and mobile app design  
- Built a SwiftUI card game independently to deepen understanding of iOS frameworks and UI architecture

#### **Sales Associate**

*JD Sports Canada – Metro Vancouver, BC*  
*Jun 2025 – Present*  
- Delivered customer service and managed merchandise in a fast-paced retail setting  
- Developed soft skills in communication, adaptability, and team collaboration

#### **Head Coach (U15 & U16)**

*Excel Basketball – Metro Vancouver, BC*  
*Apr 2024 – Present*  
- Led and coached youth competitive teams, organized drills, game plans, and tournament strategies  
- Built leadership, mentoring, and time management skills through high commitment coaching

#### **Event Coordinator**

*Primetime Sports – Metro Vancouver, BC*  
*Apr 2024 – Present*  
- Assisted with setup and execution of high-attendance sporting events and basketball tournaments

### 🏀 Athletics

**Varsity Point Guard – University of Alberta Augustana Vikings (CCAA/ACAC)**  
*Sep 2023 – Present*  
- Compete in national collegiate athletics; train Mon–Fri with weekend travel games  
- Watch film, practice regularly, and manage academics alongside full varsity schedule  
- Developed elite discipline, pressure performance, and strong leadership in team settings

### 🏅 Awards & Activities

* 🎓 **Basketball Scholarship Recipient** – Awarded for athletic + academic performance
* 💻 **Self-Taught iOS Developer** – Completed CodeWithChris SwiftUI course to build mobile apps
* 🧠 **Vancouver Web Summit 2025 Attendee** – Engaged with startups and AI-focused companies
* 🏀 **Head Coach – Excel Basketball (U15/U16)** – 2 years leading competitive youth teams