Bill Li

bill-l1.github.io

📞 +1 (647) 633-0471
✉ b382li@uwaterloo.ca

Education

2019–Present **Candidate for Bachelor of Computer Science (BCS)**, *University of Waterloo*
4A Computer Science, Honours, Co-operative Program
- President's Scholarship of Distinction

Skills

Front-end: React, React Native, React Native Web, Redux, Next.js, Vue.js, Nuxt.js, Expo

Other web technologies: Node.js, Express, Web3, Laravel, Flask, Docker, MongoDB, Heroku, AWS, Firebase, PHP, HTML, CSS

General: JavaScript, TypeScript, Python, C#, C++, Java, Kotlin, MySQL, Git, Linux, Bash

Graphics: WebGL, OpenGL, GLSL, TWGL.js, Three.js, Shadertoy

Experience

Jan–May 2023 **Software Developer**, *Cover (Construction)*, Los Angeles, CA
- Built design tools in **Vue.js** for manipulating 2D geometry and geospatial data.
- Improved performance and usability for a document management platform built with **Nuxt.js**.

May–Aug 2022 **Full-stack Developer**, *Hypotenuse Labs (Software Consultancy)*, Remote
- Built key features for a Web3/NFT marketplace using **Next.js** and **ethers.js** (link).
- Added OAuth user authentication and maintained data parity with existing Web3 users.
- Acted as technical lead for 2 weeks to build a critical MVP for client stakeholders.

Jan–Apr 2021 **Full-stack Engineer**, *Zamplo (Medical Software)*, Remote
- Built a provisioning and research tool in **React Native Web** and **Redux**.
- Built a service for CRM integration on an existing API, created in **Flask** (Python).

May–Aug 2020 **Full-stack Developer**, *eleven-x (IoT)*, Waterloo, ON
- Built features and performed automated unit testing for a **Laravel + Vue.js** (PHP/JS) web app.
- Built LoRaWAN decoders in JS for several IoT devices currently serving UBC.

Projects

Apr 2023 - **string theory**, *Game Dev, Graphics*
Present
- Horror game built in **Unity (C#)** based on a web visualizer made in **WebGL (JS)** with the same name.
- Created fragment shaders in **GLSL** to emulate visual glitches and other post-processing effects.

  ⬈ *Link to visualizer*

Jan-Aug 2021 **Resonance**, *Full-stack, Mobile*
- Directed and assisted a team of 5 to make *Resonance*, a music sharing app for Web, iOS and Android.
- Built core features for the **React Native Web/Expo** mobile client, using **Redux** for state management.
- Created architecture for Spotify authentication in the API, built with **Express (Node)** and **MongoDB**.
- Developed entirely in **TypeScript** (**ES6**).
- Performed Scrum meetings and weekly code reviews for fellow engineers.
- Received **67 sign-ups** for the MVP.

  ⬈ *Link to demo*