

Bill Li

bill-l1.github.io

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Education

2019–Present **Undergraduate**, *University of Waterloo, Computer Science*

Experience

2019 **Sales Agent**, *CIK Telecom*, Markham, ON

- Setting up booths in condos/apartment buildings to sell Internet plans to residents
- Handled sales, promotional material and 1-on-1 customer service
- On average, made 5 sales/week in-person

Projects

Full-stack **Notescribe**

Web service for collaborative note-taking. Automatically translates audio data for transcription using Google Cloud Speech-to-Text API. Front-end built with Bootstrap. Back-end built with Flask & Celery (Python) using Google Firebase for authentication and storage.

github.com/bill-l1/notescribe

Back-end **Hawkshot**

Submission for Riot's Legends of Runeterra API Challenge. Web service that allows users to create and vote on pop-up tips about how in-game elements interact. Tips are handled with an API built in Flask (Python) using Google Firebase for authentication and storage.

github.com/bill-l1/hawkshot

Android **DUOL**

Multiplayer game using a phone's accelerometer data to play. Built in Android Studio (Java).

github.com/bill-l1/duol

Game Dev. **Super Spatial Samurai**

Short sci-fi scrolling shooter inspired by Gradius. Built using Adobe Flash/Animate (AS3).

github.com/bill-l1/super-spatial-samurai

Game Dev. **golf?**

Fun little 2D golf game made as a Grade 12 CS project. Built in Eclipse (Java).

github.com/bill-l1/golf

References available upon request