Bill Li

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EDUCATION

University of Waterloo — Sept 2019 – Aug 2024
Bachelor of Computer Science (BCS), Minor in Cognitive Science — *Waterloo, Ontario*
- Relevant Courses: CS341 Algorithms, CS350 Operating Systems, CS346 Application Development, CS485 Machine Learning, CS486 Artificial Intelligence, CS484 Computational Vision, CS488 Computer Graphics

EXPERIENCE

Chief Technical Officer — Nov 2024 – Present
NiagaraCodes — *Niagara Falls, ON*
- Developing software solutions for a **non-profit organization** coordinating social projects for the Niagara region.
- Built a board game catalog for charitable events (**100+ people**), currently serving the Diocese of St. Catherine's.

Software Developer — Jan – Apr 2023
Cover Technologies — *Los Angeles, CA*
- Built design tools for architects to manipulate geometry and geospatial data and automate CAD generation, improving throughput by **saving 100+ work hours per project**.
- Enhanced clarity and ease of use for a document management system, **reducing load times by up to 90%.**
- Refactored and documented improvements to scalability and maintenance for legacy backend systems.

Full-stack Developer — May – Aug 2022
Hypotenuse Labs — *Remote*
- **Led a team for 2 weeks** to build a digital product MVP for luxury fashion brand Mostly Heard Rarely Seen.
- Implemented key features and new products for a Web3/NFT marketplace supporting **1000+ daily users**.
- Built a second marketplace to support new token standards, generating around **$25 000 in sales.**
- Improved accessibility and security by implementing an OAuth user authentication flow.

Full-stack Engineer — Jan – Apr 2021
Zamplo Research — *Remote*
- Built a data visualization platform, **saving 30+ work hours per week** for sales and marketing teams.
- Built a service for database synchronization and CRM integration on an existing user database and API.
- Improved app reliability and productivity for the software team by creating a new provisioning platform.

PROJECTS

Resonance | *React Native, Django, PostgreSQL, Redis, nginx, DigitalOcean* — Nov 2024 – Present
✎ *rsnc.social*
- Created a social media app for Web, iOS and Android to get personalized media recommendations from others.
- Built a mobile client and API for managing user interactions and sharing media lists.
- Alpha release configured and deployed over DigitalOcean, currently serving a small focus test group.

CheatID | *React, Express, PostgreSQL, Redis, nginx, DigitalOcean* — June 2024 – Nov 2024
✎ *demo.cheatid.com*
- Created an anti-cheat analytics platform for live service game development, serving over **five million in-game events by real players** and detecting **40+ hackers**.
- Built a client to visualize and monitor player activity and to help identify common vulnerabilities.
- Built an API for CRUD operations, serving aggregate data and performing anomaly detection.
- Improved response time and versatility by creating support for customizable player events with automatic indexing.

SKILLS

Languages: Python, C/C++, SQL (PostgreSQL), JavaScript, TypeScript, HTML/CSS, PHP, Kotlin, Java, R, Bash
Frameworks: React, Vue.js, Node, Express, Flask, Next.js, Nuxt.js, Laravel
Tools: Linux, Git, Docker, AWS, DigitalOcean, Firebase, Heroku, MongoDB, nginx, gunicorn
Libraries: PyTorch, TensorFlow, Keras, Three.js, WebGL, OpenGL, visx