DAVID LI

YEAR 2, BUSINESS AND COMPUTER SCIENCE MAJOR
github.com/daviidli

TECHNICAL SKILLS

Programming	Applications	Web	Tools/Frameworks
Java C / C++ C# *	Unity *	HTML / CSS JavaScript / JQuery *	IntelliJ IDEA Android Studio Git

* currently learning

TECHNICAL PROJECTS

Zombies (Personal)   May 2017 – Ongoing
- Creating a roguelike zombie killing game in Unity using C#, with the objective of reaching the highest score by killing zombies and staying alive longer
- Procedurally generated maps for each level created using cellular automaton to create caves with obstacles

Personal Portfolio Website (Personal)   Feb 2017 – Ongoing
- Creating a personal portfolio website to showcase graphic design and programming projects
- Utilized HTML and CSS to create main markup of the webpage with elements of JQuery for certain animations and scrolling behaviours
- Used an SVG file created in Illustrator to create the logo's main animation
- Written on top of MaterializeCSS as the framework to create a responsive design that scales to fit the viewing device

BestBuy App (Personal – Hackathon)   Apr 2017
- Created an Android app using Java to run on kiosk tablets in BestBuy to give customers an simple way of viewing the catalog or requesting help
- Utilizes Firebase's realtime database to structure, save and sync customer data in a queue for employees to view in their employee app

Smilee Platform Game (Personal – Hackathon)   Mar 2017
- Created a platform runner using C# in Unity that uses Microsoft's Emotion API to detect certain emotions from players to give their character different special abilities
- Used a singleton design pattern for the game controller to ensure that all necessary components to the game are referencing the same instance of the game
- Utilized a queue to procedurally generate and delete obstacles as they come into and out of view of the player

Android Transit App (Academic)   Sep-Dec 2016
- Implemented a transit Android application that gives arrival times for buses in Vancouver
- Used Java in IntelliJ IDEA to create a JSON parser to retrieve information from Translink's API
- Wrote JUnit tests to test implementations of the application

DAVID LI

TECHNICAL EXTRACURRICULAR ACTIVITIES

BizHacks   Apr 2017
- Worked in a team of 4 to create a solution for customers of BestBuy to quickly find assistance from employees while at their stores
- Created 2 apps for Android using Java:
    o Catalog app with a request help feature for running on kiosk tablets in the store
    o App for BestBuy employees to have on their phone to notify them of pending help requests

NW Hacks   Mar 2017
- Worked in a team of 3 to create a platform game, **Smilee**, incorporating Microsoft's Emotion API
- Wrote in C# using Unity

DefHacks   Jan 2017
- Worked with a team of 4 to create a game using Microsoft's Azure API's
- Wrote in Java using Android Studio

WORK EXPERIENCE

Food and Beverage Attendant   Summer 2014, 2015, 2016
Pacific National Exhibition, Vancouver BC
- Minimized mistakes on orders by leading and delegating specific tasks to less experienced coworkers during lunch and dinner rushes
- Selected by management to train new hires on the operation of the stand and how to take orders from customers in an efficient and friendly manner

VOLUNTEER EXPERIENCE

Graphic Designer   Sep 2016 – Ongoing
UBC Cooking Club, Vancouver BC
- Increased social media presence and image by creating visuals for Facebook, Instagram and the E-mail list

Graphic Designer
Canadian Closed Amateur DanceSport Championships   Ongoing
SnowBall Classic   Aug-Dec 2016
- Utilized clear verbal and written communication in the form of meetings and emails to plan, execute and deliver a brochure and other printed promotional materials

EDUCATION

Bachelor of Commerce – Business and Computer Science (BUCS)
Sauder School of Business, UBC, Vancouver BC

INTERESTS

Technology, Graphic Design, Drawing, Anime, Badminton, Ultimate Frisbee, Biking