

David Li

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Work Experience

Front-end Web Developer @ IBM

May 2019 — Sep 2019

- Implemented features and fixed defects for IBM's Cognos Analytics web application.
- Ported and upgraded features from legacy JavaScript front-end frameworks to React components.
- Created development tools to streamline testing and gatekeeping duties.

Software Development Engineer @ Sierra Wireless

Sep 2017 — May 2018

- Implemented features to Sierra's hardware API for Windows.
- Designed and implemented automated static code analysis on Sierra servers during nightly builds.
- Primarily worked in C++ and C# on Visual Studios.

Projects

I Kant C

C# / Unity

- A platformer where you can't see!
- Created for the 2020 GMTK Game Jam with the theme: Out of Control.

Darts

Electron / Reactjs / Redux / Arduino

- An Electron-based game for Arduino connected dart boards.
- Built using Redux to store the game state and turn-based inputs from the Arduino to drive the game.

It Depends

Reactjs / TypeScript / d3.js

- A tool for learning more about codebases by visualizing cross-cutting dependencies across commit history.
- Retrieves commit information from GitHub's API for analyses and rendered on the front-end using React and d3.js.

Typescript.ts

TypeScript

- A Domain Specific Language (DSL) for generating the structure of TypeScript projects.
- Utilizes an Abstract Syntax Tree (AST) to parse the DSL and generate the TypeScript project.

Education

Bachelors of Commerce, University of British Columbia

Sep 2015 — May 2020

- Major in Business and Computer Science (BUCS)

Key Competencies

[* Working knowledge]

Programming Language

JavaScript, TypeScript, C++, Java, C, C#*, Python*

Web Technologies

Front End

ReactJS, Redux, Mobx-State-Tree, HTML, CSS, Mobx*, Electron*, SASS*

Back End

Node.js, REST, GraphQL*

Testing

Jest, Mocha, Chai, Puppeteer*

Database

MySQL

Other

Unity, Photoshop, InDesign, Illustrator*, After Effects*