Emile Li

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Education

University of Toronto | Sep 2018 – Dec 2022
B.Sc. in Computer Science (Software Engineering Stream Co-op)

Skills

Languages: JavaScript, TypeScript, CSS/SCSS, HTML5, Java, C, Python
Frameworks: React, Angular, NodeJS, Express, SpringBoot, Docker, GraphQL, MongoDB, MySQL
Misc./Concepts: SDLC, Scrum, Agile Methodology, OOP, REST API, AJAX, UI/UX Design

Experience

Software Developer

CGI | Toronto, ON | May 2021 – Dec 2021
- In charge of a project that helped speed up their manual E2E testing process by building a program, using Postman's Newman API, that automates the testing of several microservices all at once and producing a test report at the end.
- Worked with multilayer API components such as gateway, controller and repository.
- Use of JUnit for microservices test coverage and postman for E2E testing.

Full Stack Developer

Leonardo Worldwide Corporation | Toronto, ON | Jan 2020 – June 2020
- Involved in developing a highly modular and configurable component-based UI framework using ReactJS, SCSS, Material UI, and Vue Patterns.
- Involved in developing an API Gateway using NodeJS, GraphQL, gRPC and Protocol Buffers.
- Maintained an efficient and fast delivery of large data between backend microservices to clients which consisted of online media galleries for travel agencies.

Projects

YouTube Watch Party (w/ React, MongoDB, GraphQL) | github
- Use of web sockets to create virtual rooms and synchronize the currently playing video for everyone in the party with minimum delay.
- Use of PeerJS to create WebRTC connections for voice chats.
- Dockerized frontend and backend containers to be deployed on Digital Ocean.

Fanlinc (w/ Angular, MongoDB) | github | demo
- Built a platform that works in similar fashion to Reddit with its most basic features such as posting, commenting, and upvoting or downvoting a post.
- Carefully designed database schemas and their fields to account for all relations between several schemas such as fandoms, users, posts and comments.

YouTube Playlist Player (w/ Angular) | github | demo
- Built an online audio player that retrieves playlists from either a youtube channel or your personal account and let you play your playlist of choice.
- Honed SCSS skills by carefully designing the layout to be responsive on different sized screens while providing the best possible user experience.