Frank Li

Contact

Phone: (647) 978-5326
Email: f7li@uwaterloo.ca
Student ID: 20988265
www.linkedin.com/in/frankli0326
GitHub:
https://github.com/franklbh

Education

University of Waterloo *Sept.2022 – Present*

- Candidate for Bachelor of Applied Science in Computer Engineering

Skills

Languages: Java, Python, C/C++, JavaScript, TypeScript, HTML, CSS, PHP
Frameworks & Technologies: React.js, Node.js, REST
Database: MySQL, MongoDB

Work Experiences

Software Engineer Intern – Institute of Microelectronics of the Chinese Academy of Sciences

Beijing, China (June2022 – Sept.2022)

- Evaluated project requirements and specifications with my co-workers. Designed **integrated circuits** with C/C++ that consist of semiconductors because C/C++ offer higher abstraction
- Collected monthly and yearly data of integrated circuits from targeted companies and used **Excel** to generate graphs and come up with detailed descriptions of the trend for later analysis
- Contributed ideas and suggestions in team meetings and delivered updates on deadlines, designs, and enhancements.

Software Developer Intern – Trip.com (Qunar) *Beijing, China (June2021 – Sept.2021)*

- Used **Java** to help develop the **backend** of StarTalk project, Qunar's newest social platform
- **Collaborated with my colleagues** to design and beautify the UI of StarTalk by using **Google Material Design**
- Translated the UI of StarTalk from Mandarin to English and contributed to the release of the English version

Data Analyst – BlockWise *Vancouver, BC* (*Jan.2021 – May.2021)*

- Collected data online and used **Excel** to organize data related to **Blockchain**
- Manipulated, controlled, and queried data using **MySQL**.
- Provided ideas, contents and potential improvements to the online Blockchain courses created by BlockWise

Projects

Snowboard Paradise – an Android App

- For snowboard instructors and learners to share experiences, make posts, socialize, and trade snowboards.
- Both the frontend and backend consist of **JavaScript**.
- The **RESTful JSON** web service uses **Node.js** as the runtime and **Express.js** as the framework. **MongoDB** is used as the database. **Postman** as the testing tool.
- The design of the frontend is based on **Google Material Design**.
- The UI is composed of **React**, **HTML** and **CSS.** React consumes JSON from the backend and renders HTML.
- https://github.com/franklbh/Snowboarder-FrontEnd
- https://github.com/franklbh/Snowboarder-BackEnd
- https://github.com/franklbh/order-api

Geese Spotter – UWaterloo Version of Mine Sweeper (https://github.com/franklbh/GeeseSpotter---MineSweeper)

- Used **C++** to create a game similar to Mine Sweeper that has several functions, such as Hide, Clean, Tag, and Restart
- Fluent in using **Pointers** and **Dynamic Memory Allocation** and applied them in the functions
- Utilized searching/sorting algorithms that allow users to discover hidden targets

History Transaction Analysis Project (https://github.com/franklbh/Transaction-Analysis-Program)

- Developed an analysis program for investment firms, for ZhongKe L.R. specifically, to calculate Capital Gain and Loss, and Adjusted Cost Base for the annual exchange traded fund
- Utilized Pointers, Linked List, object-oriented programming and sorting algorithms, including bubble, insertion, selection, binary search, and recursion, to organize the transactions chronologically and compute annual profits