

Jeffrey-Kai Li

✉ jeffrey-kai.li@uwaterloo.ca | ☎ 647-999-1361 | 📧 @jeffreykaili | 🌐 jeffreykaili.com

SKILLS

LANGUAGES

Python • C++ • Dart • Lisp/Scheme •
Java • TypeScript • JavaScript •
HTML/CSS

FRAMEWORKS

Flutter • React • Node.js • Express.js

SOFTWARE AND TOOLS

Git • GitHub • Firebase • Selenium •
Windows • Unix • Unity (2D) •
Microsoft Office • Bash

ACHIEVEMENTS

HACK THE NORTH 2021

Winner of "Best Blockchain Hack" at
Canada's largest hackathon with over
1500 participants.

CANADIAN COMPUTING COMPETITION 2022

Group 3 Honour Roll, placing in the
top 3% out of 3000+ contestants.

ONTARIO TOP SCHOLAR 2022

Awarded to the graduating students
with the highest academic average
across the region.

HACK::PEEL

Helped to organize a region-wide
hackathon with over 100 participants
and \$20,000+ in prizes.

COLLEGIATE ESPORTS

Playing competitive collegiate
VALORANT for University of
Waterloo Black.

EDUCATION

UNIVERSITY OF WATERLOO BS IN COMPUTER SCIENCE

Sept. 2022 - Present
96% Faculty Average

WOODLANDS SS MISSISSAUGA, ON

Sept. 2018 - June. 2022
OSSD - Enhanced Learning Program

EXPERIENCE

PEBBLE SHORE TECHNOLOGIES | SOFTWARE INTERN

July 2021 – September 2021 | Toronto, ON (Remote)

- Developed and designed a **full-stack Microsoft Teams application** for a startup
- Created tab technologies with **Typescript**, with **React** used for the front-end
- Designed and implemented a chatbot using **Power Virtual Agents**
- Worked in a **team environment** to complete weekly objectives
- Commended for an ability to solve **complex coding and design challenges**

WOODLANDS SS COMPUTER SCIENCE CLUB | PRESIDENT

Sept 2020 – June 2022 | Mississauga, ON

- Collaborated with club executives to provide weekly lectures to over **50 students** about various computer science topics, including **competitive programming, web development, game development, and cryptography**
- Taught and implemented competitive programming concepts in multiple languages (**C++, Python, Java**), including **graph theory, dynamic programming, and data structures**

PROJECTS

TWS - THE WOODLANDS SCHOOL APP

- Created an **official mobile application** for the Woodlands Secondary School
- App client created in **Flutter** with a **Cloud Firestore** scalable **NoSQL database**, integrated with **FlutterFire**
- Developed song request page using a **RESTful API** (Spotify Web API)
- Peaked **#70** in Education on the Apple App Store

EXER - CUSTOM BLOCKCHAIN-BASED CRYPTOCURRENCY

- Created a mobile application that paid users to walk in a custom cryptocurrency based on the **ERC20 blockchain**
- App client created in **Flutter** with a **Cloud Firestore** scalable **NoSQL database** and an **Express.js** backend to handle user transactions
- **ERC20 blockchain** deployed using **Ganache**, with **Web3.js/Truffle** used to interact with the blockchain
- Awarded "Best Blockchain Hack" at Hack the North 2021

MACHINE LEARNING FLAPPY BIRD

- Designed and developed a custom Flappy Bird game in **Pygame**
- Implemented a **neuroevolution algorithm** using **NEAT** to create an agent that can play the game perfectly (infinite score)
- Created in **Python** with an **object-oriented structure and design**

COMPETITIVE PROGRAMMING SOLUTIONS

- Repository of personal competitive programming solutions to difficult problems, including those previously used at the **International Olympiad in Informatics**
- Use of various advanced algorithms and data structures, such as **string hashing, centroid decomposition, segment trees, matrices, and binary lifting**
- All solutions are implemented in **C++**

GOOGLE MINESWEEPER BOT

- Script written in **Python** to automatically play Google's Minesweeper game, with **OpenCV** and **pytesseract** used to read the state of the screen