

# JUNJIE LI

## Full-Stack Developer

### UNIVERSITY OF BARCELONA

B.Eng. Computer Engineering

09.2020 - 06.2024

**Relevant coursework:** Software Design, Design Patterns, Networking, Database, Operating System, Distributed Software, Algorithmic and Data Structure.

### SKILLS

#### - Programming Languages

JavaScript, TypeScript, Node.js(Nest.js), PHP(Laravel), Java(Android Studio), Python(Flask, FastAPI, Django), C/C++(Qt, OpenGL).

#### - Web Development

Vue, React, Vite, HTML, CSS, jQuery, Bootstrap, TailwindCSS, WebGL, Nginx, AWS.

#### - Database

MySQL, SQL, MongoDB, PostgreSQL, Firebase.

#### - Tech/Tools

Git, Docker, Linux, GithubAction(CI/CD), SAP, PIM, Figma, PS, AI Prompt.

jililxxx68@alumnes.ub.edu

jfjunjieli@gmail.com

+34 688019918

github.com/junjieliyu13

linkedin.com/in/junjie-li-a5604520

junjieli.vercel.app

## WORK EXPERIENCE

### CSI Central de Suministros (True-makers, S.L.)

06.2022 - 10.2022

Fullstack Engineering Intern / E-Commerce

- Designed, developed, and maintained the front-end and back-end functionalities of an e-commerce website using **PHP(Laravel)**, **JavaScript** and **MySQL**.
- Collaborated cross-functionally with product managers and designers to ensure smooth and efficient website operations.
- Continuously learned and explored the latest trends and technologies in the field to expand skills and knowledge.

## PROJECTS

### AiguaDeBarcelona DataChallenge | Finalist projects

11.2022 - 12.2022

- Artificial Intelligence-based data Analysis of Water Consumption in Industrial, Domestic, and Tourism Sectors, using **PyTorch**, **JavaScript**, **Node.js**.
- Conducted in-depth research to identify key factors affecting water usage and developed models to predict future trends.

### Intelligent Recycling I HackForGood | Second place Local Awards of Barcelona

10.2022

- Based on Artificial Intelligence **image recognition**, a user-friendly website that allows users to take a photo of their waste and receive information on how to properly recycle it, using **Tensorflow**, **Flask** and **JavaScript**.

### Avalom.io

02.2023 - 04.2023

- A multiplayer online real-time Web-game that utilizes **WebSocket** technology using **Node.js**, **Ejs**, **TypeScript**, **Nest.js** and **MongoDb**.

### Languages

- Spanish: Advanced
- Catalan: Advanced
- English: Intermediate
- Chinese: Native

### Interests

- Artificial Intelligence and Data analysis
- Embedded Hardware Engineering
- Computer Graphics