

Nancy (Duo Yuan) Li

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EDUCATION

University of Toronto

Bachelor of Applied Science in Computer Engineering

Toronto, ON

Sep 2018 – Apr 2023 (expected)

Minor: Engineering Business

- Cumulative GPA: 3.77/4.00
- 1 year of Professional Experience Year (co-op)
- Coursework: Algorithms and Data Structures, Operating Systems, Networks, Distributed Systems, Machine Learning

TECHNICAL SKILLS

- Python, C++, C, JavaScript (Vue, React), Java, HTML
- AWS (Lambda, DynamoDB, Step Function, API Gateway), MYSQL

EXPERIENCE

Intel Corporation, Programmable Solutions Group

San Jose, CA

Software Engineer Intern

Aug 30, 2021 – Present

- Will be working on scripting and automation projects in an analogue design team.

Amazon

Toronto, ON

Software Development Engineer Intern

May 2021 – Jul 2021

- Migrated Fulfillment Centre (FC) Setup system for Amazon's Fulfillment Network to a cloud native solution by programmatically creating and configuring AWS resources and permissions using **TypeScript CDK**.
- Simplified the existing two-step process by designing and implementing serverless architecture in **Python** using AWS resources such as Lambda, DynamoDB, Step Function, and API Gateway; created frontend interface that handled four additional methods of setting up FCs using **Python Flask**.
- Ensured accuracy and maintainability through object-oriented programming, code reviews, and writing unit and integration tests with over 95% coverages.

Uniaim

Tokyo, Japan

Full Stack Developer Intern

May 2019 – Aug 2019

- Created frontend interface and implemented backend APIs that retrieve, display, and update data of 400,000+ Japanese Basketball League Fan Club members using **Python Flask**, **Vue**, and **MYSQL**.
- Automated manual processes of Salesforce data generation for 30 fan clubs by updating, creating, and uploading csv files to SFTP server using **AWS Lambda**, **Python Pandas** and other libraries.
- Worked closely with clients, project manager, and teammates on frontend and backend development, testing, and documentation, as the primary developer of the system's member management features.

PROJECTS

NMIRS (Non-Moving Inventory Re System)

Sep 2020 – Apr 2021

University of Toronto Engineering Students Consulting Association

- Developed an inventory system with four teammates from mixed engineering backgrounds for the industrial client Softeem in Toronto.
- Conducted weekly meetings with the client to present and refine system designs using class-level and sequence-level diagrams.
- Implemented frontend pages and functionalities for managing user and product information using **React**.

City Map

Jan 2020 – Apr 2020

Software Communications Course

- Developed a city map using **C++ (STL, Gtk)**, Open Streets Map and Yelp API in a team of three.
- Implemented Dijkstra's Algorithm and an optimized solution to Travelling Salesman Problem and ranked 19th in a class of 100 teams.
- Designed, implemented, and communicated a usable and responsive GIS using object-oriented programming, agile development, git source control, and debugger.

MoneyPong

Sep 2019 – Aug 2020

Game Development Club, University of Toronto Hatchery NEST Cohort 2020

- Designed and developed MoneyPong, a web-based pong game with cryptocurrency integration.
- Implemented frontend login/signup pages and RESTful APIs using **HTML**, **CSS**, **jQuery**, and **NodeJS**.
- Participated in University of Toronto's Hatchery NEST Program for entrepreneurship; conducted market research and prepared pitches to investors as the co-founder of MoneyPong.