

# Kenny Li

## Software Engineer

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[LinkedIn](#)

[Github](#)

[Portfolio](#)

New York, NY

## SKILLS

JavaScript, Ruby, React, Redux, Ruby on Rails, Mongoose, MongoDB, Node.js, Express.js, HTML, CSS, SCSS, AWS S3, MySQL, SQLite3, PostgreSQL, Webpack, jQuery, Git, Heroku, Websockets, Tone.js, Canvas, GitHub, JSON, JBuilder

## PROJECTS

**Amazon-** Amazon Clone (JavaScript, React, Redux, Ruby on Rails, HTML, CSS, PostgreSQL, JBuilder)

[Live Site](#) | [Github](#)

- Utilized Ruby on Rails' session cookies, password salting/hashing, Redux reducers, authentication middleware and preloaded state to provide a secured user authentication and cart functionality that persist over different sessions
- Ensured each product's average review, percentage of each reviews and review section on the product page dynamically changes on created reviews through JavaScript's promise functions to fetch & store data asynchronously
- Implemented Ruby on Rails' representational state transfer (RESTful) routes to provide mapping between HTTP verbs and CRUD operations on objects stored in PostgreSQL's object-relational database management system (ORDBMS)
- Leveraged indexed database queries on each product's title for optimized lookup times through the product searchbar

**Connect4riends-** Online Connect4 (Javascript, MongoDB, Express.js, React, Node.js, CSS, Websockets)

[Live Site](#) | [Github](#)

- Promoted collaboration by leading a team of 4 engineers through daily standups, project planning and task delegation
- Incorporated a working AI to play against using the Minimax algorithm to predict the outcome of each move
- Developed a real-time multiplayer game and chat using socket.io to allow users to connect across different machines
- Utilized object oriented programming (OOP) principles and manipulation of the HTML Document Object Model (DOM) in JavaScript to render game logic dynamically across different game modes allowing for more reusable (DRY) code

**PictureWaves-** Interactive music application (Javascript, HTML5 Canvas, Tone.js, CSS, HTML)

[Live Site](#) | [Github](#)

- Incorporated Tone.js Sampler with HTML5 Canvas to allow music to render seamlessly on each brush stroke
- Leveraged JavaScript's HTML DOM event listener to add multiple event handlers to each brush stroke
- Developed a play/pause button to allow users to play back the music they've just created and also implemented different linear gradient colors and different sized brush strokes that also change the pitch and tone of the music

## EXPERIENCE

**Client Accounting Associate**

Jan 2020 - Dec 2020

*Mindshare*

- Supported managing over 10 different products for our client with a combined budget of 900 million dollars with a margin of error of less than 1%
- Worked with the various internal teams to review project tracking, billings/adjustments and contract changes to provide accurate monthly reports to the client
- Presented quarterly reconciliation reports to higher management to ensure that revenue is billed in accordance with the contract and scope of work

**Mortgage Management Associate**

May 2017 - Aug 2018

*First American International Bank*

- Coordinated, assembled and distributed administrative documents to reduce loan closing times by 20%
- Managed inventory of all archived records and responsible for accurate data entry of 60+ mortgages

## EDUCATION

**App Academy** - Immersive software development course with focus on full stack web development

Spring 2021

**University at Buffalo-** BS - Finance

Spring 2019