

# Li, Kevin

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## EDUCATION

### Université de Montréal, Faculté de médecine vétérinaire

*MSc, Pathology and Microbiology*

St-Hyacinthe, QC

Sep. 2023 – May 2025

### University of Toronto, St. George Campus

*Honours BSc, Specialist in Bioinformatics, Minor in Computer Science*

Toronto, ON

Sep. 2017 – May 2023

## EXPERIENCE

### Undergraduate Lead Researcher

*University of Toronto, Université de Montréal (Joint)*

Sep. 2022 – May. 2023

*St-Hyacinthe, QC*

- Led an investigation of a large set of *Streptococcus suis* genomes causing diseases in the swine industry
- Analyzed the differential genomic content of 250+ genomes
- Assessed the virulence and antimicrobial content of each genomes
- 50K+ lines of code in R, Python, Bash, and Perl produced during analysis
- Published a scientific article denoting the epidemiological and significance of this emerging pathogen

### Undergraduate Research Assistant and Intern

*University of Toronto*

Sep. 2021 – May. 2021

*Toronto, ON*

- Improved existing web visualization of gene sets over-representation analysis (GSOA) tool
- Developed and enhanced visualization of biological analysis results based on R and Javascript/jQuery
- Investigated and explored user-friendly GUI design, UI/UX for better biological results visualization

## PROJECTS

### Streptococcal Genome Diagnostic Pipeline | *Python, R, Rust, Bash, Git*

May 2023 – Present

- Developed a *Streptococcus* genomic sequence diagnostic pipeline for in-house genomic analysis
- Streamlined semi-automated analysis of genomic sequences for clinical diagnostic purposes
- Incorporated several toolkits for improved performance and diagnostic accuracy
- Improved clinical diagnostic for informed disease treatment for swine

### Simple Android Games | *Java, Javascript, Android Studio, Espresso, Robolectric, Git*

2018

- Developed an app compiling multiple simple games on Android for a software development course
- Implemented logic for rule-based games, UI/UX design, front and back-end logic, and unit tests
- Used a combination of agile and waterfall method for team collaboration

## ACHIEVEMENTS

### Teaching Assistant | *R & RStudio Workshop*

March 2024

- Helped workshop participants troubleshoot and debug R code during workshop sessions

### UofT Hacks 2018 | *Java, Android Studio*

2018

- Developed a garbage sorting app that uses phone's front camera and fetches results from Azure AI vision

### UofT EthHack 2018 | *Truffle, Node.js, Ganache, Solidity*

2018

- Developed a blockchain-based queue system on a test Ethereum network

## TECHNICAL SKILLS

**Languages:** Python, R, Java, C, Rust, C#, Perl, JavaScript, Bash, HTML/CSS

**Developer Tools:** Git, Docker, VS Code, Visual Studio 20XX, Android Studio, PyCharm, WingIDE, IntelliJ, Notepad

**Libraries:** pandas, NumPy, Matplotlib, OpenCV, ggplot2

**Relevant Courses:** Algorithm and Data Structures, Computer Vision, Introduction to AI, Systems Programming, Web Development, Bioinformatics