

Leon Li

📧 [linkedin.com/in/leon-li1](https://www.linkedin.com/in/leon-li1) | 🐙 github.com/leon-li1 | ✉ mail@leonli.cc | ☎ leonli.cc | 3A CS

SKILLS

Languages: C++ | Java | JavaScript | TypeScript | Python | Scala | SQL | HTML | CSS
Technologies: Linux | React | Node.js | Express | Bash | Figma | Git

RELEVANT EXPERIENCES

University of Waterloo | *Instructional Support Assistant* | Waterloo, ON Sep 2020 – Present

- Led instructional support, and office hours for the advanced-level sequential programming course in **Scala**
- Reduced current and future ISA workload by **80%** by building a suite of robust Bash scripts to handle administrative tasks
- Developed project solutions for the Object-Oriented Programming course in **C++**

Manulife Financial | *Digital Analytics Engineer* | Toronto, ON Jan 2020 – April 2020

- Redesigned custom dashboards for Global Digital Marketing teams using **Google Analytics** and Adobe Analytics
- Keynote speaker at monthly website optimization meetings to report new insights into key metrics and ongoing analytics initiatives
- Implemented various UI components for Manulife's homepage in **HTML/CSS/Javascript** to boost engagement and improve user experience

University of Waterloo | *Research Assistant* | Waterloo, ON June – Aug 2019

- Collected data for a research study on C-suite compensation packages contributing more than 2500 verified data points

EDUCATION

Candidate for Bachelor of Computer Science Co-op, University of Waterloo 2018 – Present

Expected Graduation: 2023

- President's Scholarship of Distinction (90%+ incoming average)
- CS 246 - Object-Oriented Programming in C++ (99% final project)

PROJECTS

Urban Lyrics | *TypeScript, React, Node.js, Express*

- Created a Chrome extension in **Typescript** to overlay YouTube song lyrics from Genius
- Implemented a **Heroku** REST API with **Node.js** and Express to reliably **scrape the web** using Puppeteer's Headless Chrome API
- Designed with Figma and implemented UI with **React**

Data Rush | *C++, X11*

- Developed a strategic board game in **C++** which supports both a text-only and GUI version
- Utilized object-oriented design principles and design patterns (MVC, Observer pattern)
- Effectively used **Git** version control and test driven development

Thrift'eh | *JavaScript*

- Created a web-app that offers an online thrifting experience by facilitating the process of buying and selling used clothes online
- **Hackathon winner** at THacks2 for the Sustainable Fashion Hack award
- Built with the Shopify API and Javascript

INTERESTS

Weightlifting | Stock investing | Listening to audiobooks | 8-Ball Pool