

Ruihao Li

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Skills

- **Programming Skills:** C/C++, Java, Python, JavaScript, SQL, ARM Assembly, HTML, MATLAB, Verilog
- **Language Skills:** Proficient in English, Mandarin and Cantonese
- **Others:** GIT, REST API, Docker, AWS, Jenkins, Jira, Django, Ubuntu, UNIX System, Microsoft Office

Education

University of Toronto

Bachelor of Applied Science in Computer Engineering and PEY Co-op – 4th Year
Minors in Artificial Intelligence and Engineering Business

April 2025 (Expected)

CGPA: 3.31/4.0

Work Experience

Software Engineer Intern, Veeva Systems, Toronto, ON

May 2023 – Aug 2024

- Backend developer for the Veeva Network product written in **Java**, a global, multi-domain master data management platform and customer master application for the life sciences industry
- Utilized **SQL** in creating migration scripts and **Docker** in deploying applications
- **Primary developer** for the Communication Object Enhancement feature, which sanitizes or ranks contact information on profiles based on a pre-defined JSON mapping model between custom and communication objects
- **Designed and implemented** back-end components for a new webpage to make REST calls within the network management console, an internal management platform that manages all customer instances
- Involved in Common Data Architecture development for Veeva Network, a communication standard to resolve the problem of increasing terminologies and formats used to describe the same information in the industry, which leads to improving communication consistency and accuracy

Projects/Technical Experiences

Backend Developer, iCtrl Logging, Capstone Project, U of T

May 2024 – Present

iCtrl source GitHub repository: <https://github.com/junhaoliao/iCtrl>

- Utilized **Python** to integrate logging into iCtrl, allowing developers to address bugs quicker with structured logs
- Integrated CLP logging libraries into the software, enhancing logging scaling and performance

Web Director, IEEE UofT, U of T

May 2024 – Present

- Full stack development for IEEE websites using **JavaScript** on the frontend and Python on the backend
- Deployed hackathon sites using Ubuntu, Digital Ocean, GitHub actions, Nginx, Docker, AWS and Squarespace
- Utilized Django framework, PostgreSQL, Redis and Zoho(email management) in website deployment

GIS Mapping Project, Software Communication and Design, U of T

Jan 2022 – Apr 2022

- Developed a mapping geographic information system akin to Google Maps in a team of 3 using **C++**. Utilized the OpenStreetMap Database API in conjunction with a database to retrieve data. Designed a user interface with minimum learning requirements and drew graphics utilizing the GTK Toolkit and EZGL graphics library
- Improved program performance by leveraging various STL data structures, including vector and unordered map
- Collaborated effectively using **GIT** for version control and a team wiki page updated thrice a week with important information including status reports
- Organized team meetings with structured agendas to ensure clear communication of updates and deliverables to all team members
- Achieved an A- grade in the course, exceeding the course average of B+

Other Experiences

Intramural Director, University of Toronto Badminton Club

Sep 2023 – Apr 2024

- Oversaw the intramural department, a team of 5 executives by conducting training sessions, assigning work shifts, and ensuring an efficient workflow using various tools such as Google Sheets and Zoom

Project Manager, Engineering Strategies Project, U of T

Jan 2021 – Apr 2021

- Managed a client project with a team of 6 students to propose a solution for integrating a risk assessment methodology into the asset management and maintenance programs of the client's company
- Received an invitation to present the project proposal at a Webex event hosted by the Institute of Electrical and Electronics Engineers in 2021