**Wenshuo Li**

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https://github.com/liDavidM21

EDUCATION

##### University of Toronto Toronto, Ontario

Bachelor of Science in Computer Science 3.5/4.0 2017-09 - Present

* 2018 Summer & 2019 Winter Dean’s List Scholar
* Louis Savlov (Uc'37) Scholarships In Sciences And Humanities At University College
* University College Special Admission Scholarships

COURSEWORK/SKILL

* : Multivariable Calculus, Linear Algebra, Numeric Methods
* : Statistic for Computer Science
* **Computer Science**: Software Design, Visual Computing, Algorithm Design and Complexity, Data Structure and Analysis, System Programming, Programming on the Web
* **Programming Language**: Python, Java, C, C++, C#, OpenCV, Verilog, HTML, CSS, JavaScript
* **Others**: Unity, Android Studio, Git, Linux Shell Commands, MongoDB, Cloudinary, Node JS, React, Express

EXPERIENCE

##### University of Toronto Toronto, Ontario

*Research Assistant – Supervised by Prof. Steve Engels*04/2018 – 08/2018

* Developed an educational video game using Unity that aimed at helping high school students to learn their challenging STEM subjects.
* Playtested our game with high school students and full-time game developers to improve the game with design changes.
* Analyzed data gathered through playtests to finalize the key design elements of an effective educational video game in support of the professor’s research.

##### TableReady Toronto, Ontario

*Web Developer*09/2019 – 12/2019

* Participated in developing a restaurant management web portal. Worked on both front end and back end.
* Developed a drag and drop system for waitlist management using **React** and **Bootstrap**.
* Created web APIs that stores/retrieve waitlists and reservations information from the MongoDB database using **Node JS** and **Express**.

PROJECTS

##### Game Center - Gaming Platform with Android Studio

https://github.com/liDavidM21/Game-Center11/2018 – 02/2019

* Developed, using **OOP**, an account management/score tracking feature of a game center app with **Android Studio**.
* Utilized design patterns such as **Singleton**, **MVC** to improves the software’s structure and extendibility.
* Managed the group’s Git repository and resolved major merge conflicts.

##### Image Inpainting – Image Reconstruction Tool with OpenCV

https://github.com/liDavidM21/Image-Inpainting02/2018 – 04/2018

* Participated in creating a tool that removes selected objects from a picture. Responsible for implementing, using **OpenCV** and **NumPy**, three core functions that find the best substitute for the missing pixel.

##### UofT BnB – House renting and roommate finding website with React

https://lit-escarpment-74065.herokuapp.com/09/2019 – 12/2019

* Participated in Developing a website that helps students to find roommates and houses with **React, Node JS** and **Express.**
* Developed an admin dashboard that allows admins to manage current house/roommate listings, accept/reject new listing requests and manage all users’ account.
* Created web APIs for uploading/retrieving image from the **Cloudinary** database.

ADDITIONAL INFORMATION

* : English, Mandarin Chinese
* : Game Design, Computer Vision, Web Development