Raymond Li

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TECHNICAL SKILLS

- **Programming Languages**: C♯, SQL, JavaScript, TypeScript, Python, C, C++, Java
- **Frameworks & Libraries:** React, Next.js, Express.js, SvelteKit
- **Tools & Platforms:** Git, GitHub Actions, Docker, Linux, Unix, Bash, Jira
- **Core Competencies:** Object-Oriented Programming (OOP), Data Structures & Algorithms, Networking

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EDUCATION

University of British Columbia| Vancouver, BC
Bachelor of Science, Combined Major in Computer Science and Mathematics
Expected May 2027

PROFESSIONAL EXPERIENCE

Software Developer | AUAV Tech
June 2025 – August 2025
- Developed and maintained **full-stack features** for a comprehensive **inventory management system** and employee timesheet/expense tracking platform using **SvelteKit**, **TypeScript**, **Docker**, and **PostgreSQL/SQL**
- Implemented **user auth and permission checks** across the system, enhancing security and access governance
- Led the integration of **Docker-based deployment**, **GitHub Actions CI/CD** pipelines, and environment secret handling, streamlining development workflows and production readiness
- Designed and built inventory search with **pagination**, **table sorting**, and **fuzzy search** features across inventory records, improving scalability and user experience for large datasets, improving operational visibility and accuracy
- Architected **UI components** for draft, pending, approved, and rejected states across timesheet and expense tracking modules, ensuring **clear state management** and auditability
- Enhanced developer productivity by **modularizing UI elements** (modals, tables, forms) reducing code duplication

Summer Software Developer | ECSSEN Career School
July 2023 - August 2023 & June 2024 - July 2024
- **Front-end developer** for decentralized and permission-less volunteer management site built in **Next.js**
- Implemented and maintained comprehensive technical **documentation using JSDoc**, achieving over **90%** coverage across the codebase and including practical usage examples to support onboarding and development consistency
- Created and updated **UML class diagrams** to visualize and communicate application architecture, enabling clearer understanding of component interactions and expected flow
- Leveraged **AGILE methodologies** to streamline teamwork in **JIRA**, ensuring efficient feature delivery through iterative development and communication with supervisors and marketing team
- Maintained **Github repository** for the project and managed code reviews and merging pull requests
- Designed and developed a user-friendly **front-end UI for the dashboard**, improving readability and intuitive navigation, enhancing the overall user experience for seamless interaction with the platform
- Deployed API services to a backend **Express.js server** for secure and efficient authentication flows, improving system reliability and user access management, and reducing authentication errors

Open Source Contributor | Aurie
November 2023 - Present
- Developed and enhanced a GUI installer for a Windows-based mod loading framework using **C#** and **WPF (.NET),** improving usability and reliability of installation workflows on both Windows and under Wine in Linux
- Implemented robust directory structure verification and conditional launcher logic, ensuring proper configuration before runtime with explicit loading logic for **Windows** environments
- Added **Wine** compatibility detection using native ntdll calls, enabling broader platform support on **Linux** systems

PROJECTS

[personal-site](#) **| Personal project**

July 2023 – December 2024

- Created and implemented a responsive personal website using **Svelte** and **SvelteKit**, using **TypeScript** to ensure strong type safety and maintainable code, showcasing modern web development practices
- Automated repository interactions with **Supabase** via **GitHub Actions** and **Python** scripts, enabling continuous integration for projects like **[ctf-writeups](#)** with seamless content synchronization
- Leveraged **CDN content delivery** for hosted assets such as project files and images, enhancing global access speeds and responsiveness by **25%**, and reliability for diverse user bases by **15%**

[olc-rts](#) **| Personal project**

June 2023 – September 2023

- Used **olcPixelGameEngine** to develop a **GUI application** that renders a 3d-like hexagonal grid
- Demonstrated knowledge in **data structures and algorithms** to **compute the shortest path** between tiles, applying software design principles for modularity and extensibility in open-source collaboration
- Applied **C++** classes and the **composition design pattern** for developing application features such as interfaces for injecting custom player actions, and injecting custom draw calls into the render queue