

Raymond Li

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SKILLS

Programming Languages: C, C++, C#, Java, JavaScript, Python

Tools: Git, React, NextJS, Flutter

Technical skills: Object oriented programming, Data structures & algorithms

WORK EXPERIENCE

ECSSSEN Career School

Calgary, AB, Canada

Software Developer

June 2022 - December 2022, July 2023 - August 2023

- Front-end developer for decentralized and permission-less social-media site built in **NextJS**
- Developed table component to filter and display fetched data that was used site-wide, so that users can efficiently categorize their posts
- Overhauled and improved upon existing metadata for posts, which allowed users to create different types of posts with unique functionality
- Took initiative in providing assistance to colleagues when troubleshooting unfamiliar software

iCare uCare Association

Calgary, AB, Canada

Volunteer Teacher

June 2020 - August 2020

- Taught beginner-level Python programming to students of all ages in a virtual classroom setting
- Developed and implemented lesson plans that effectively conveyed programming concepts and techniques, ranging from Python syntax and standard library to basic data structures & algorithms
- Utilized coding exercises and assignments to engage students and promote learning through practice
- Adapted course material to the learning speed of the students to help them improve and succeed

PROJECTS

olc-dijkstra C++, *Data structures & algorithms*

<https://github.com/liraymond04/olc-dijkstra>

- Used **olcPixelGameEngine** to develop a GUI implementation of Dijkstra's shortest path algorithm
- Demonstrated knowledge in data structures and algorithms to compute shortest path between nodes
- Applied C++ classes and object oriented design for developing application structure and features

modular-third-person-shooter C#, *Object Oriented Programming*

<https://github.com/liraymond04/modular-third-person-shooter>

- Used **Unity Game Engine** and C# scripting to develop a basic 3D third person shooter game, built with modular scripting components for customizability and easy implementation of new features
- Designed custom game physics for player movement and gravity, and custom Player classes
- Utilized raycasts to check for player ground checks, camera collisions and aiming in third person

EDUCATION

University of British Columbia

Vancouver, BC, Canada

Candidate for Bachelor of Science, pursuing Specialization in Computer Science

Sept 2022 – May 2027

(expected)

AWARDS

- University of Waterloo Canadian Computing Competition, Honour Roll
- University of Waterloo Euclid Math Contest, Distinction