

ANAN LI

Software Developer

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I build scalable web applications and am skilled in frontend frameworks, microservices, and Agile workflows. I am passionate about solving real-world problems through innovative solutions. Find more at [my personal website](#).

Projects

Memo Mate

A Gamified Contact Management Application

Svelte, Javascript, SQLite
Jan. 2025 – Present

- Implemented local SQLite storage with security features for data protection.
- Designed gamified character profiles with multiple themes and export options.

Junker

An Eco-Conscious Second-hand Exchange Platform

Svelte, Javascript, Microservices
Oct. 2024 – Jan. 2025

- Implemented Tinder-style swiping for intuitive item browsing and selection.
- Used Sveltekit in the frontend development for a seamless user experience.
- Designed and maintained microservices for user management and listings.

Outokumpu Gemba Walk

A Customized Company Workflow Application

Laravel, PHP, MySQL
Feb. 2024 – June. 2024

- Designed and implemented a form mirroring the existing Excel template for data collection.
- Developed features to enhance scheduling and efficiency of Gemba walks.

Tetra's Adventure

Engaging Educational Game for Children

Typescript, HTML5
Oct. 2023 – Feb. 2024

- Designed and developed an interactive game guiding children to learn basic programming concepts.
- Implemented gameplay mechanics, optimized user experience, and ensured smooth performance.
- Collaborated in a team of four, enhancing problem-solving and teamwork skills.

Education

HZ University of Applied Science

HBO - ICT

Middelburg, NL
Sep. 2023 – Present

- 8.7/10 Propedeuse Bachelor

University of Maryland, Baltimore County

Biological Sciences - Bachelor of Science

Baltimore, USA
Sep. 2013 – May 2018

- Minor in Information System and Psychology

Work Experience

Mygym

English Teacher

Guangzhou, China
2020 – 2022

DNA4 Technologies

Laboratory Technician

Baltimore, USA
2017 – 2019

- Assisted in developing bioinformatics workflows for cloud-based genomic data analysis.

Skills

- **Programming languages:** Javascript, Python, PHP, HTML5, MySQL, GDscript, Java
- **Libraries/Frameworks:** React, Next.js, Sveltekit, Laravel, Springboot, Tailwind
- **Tools/Platforms:** Git, GitHub, Docker, Figma, Vercel, Heroku
- **Languages:** Chinese, English