

LORRAINE LI

3A SYSTEMS DESIGN ENGINEER

✉ lzli@uwaterloo.ca

in www.linkedin.com/in/lorli

github https://github.com/lorli

SKILLS

Development: Java, JavaScript, C++, HTML, CSS, SQL, Python

Tools: React, AngularJS, Netlify, Webpack, Git, HeidiSQL, Postman, Azure Cloud

Design: Adobe Photoshop, Autodesk Sketchbook, Solidworks

EXPERIENCE

JAN-APR
2019

Modern JavaScript Developer

Rangle.io (Toronto)

- Enhanced the e-commerce UI by modifying forms, modals, and scroll functionality in React.JS and Typescript to refine the shopping experience for all Canadian users
- Improved search functionality of an e-commerce site by developing React taxonomy filters in a tree structure to allow customers to filter by age, gender, product, and size
- Standardized a Redux Saga test strategy that withstands Saga changes by using effects testing in the Jest tests
- Implemented React buttons with styled components in Storybook to prototype and document functionality of designs

APR-AUG
2018

Software Test Developer - Ultimate Software (Toronto)

- Created a new translation key and refined regex text box filtering improving the product's AngularJS UI
- Designed 4 parameterized API tests in Java that access new endpoints for a data import feature
- Refactored 50 API tests in Java using IntelliJ to ensure the SQL database was up to date
- Developed 20 UI automation tests with an internal Selenium framework that improved the SaaS product work flow code coverage and efficiently ran in 20 seconds

SEP-DEC
2017

Quality Assurance Engineer - Open Text (Richmond Hill)

- Created a Java test framework with 40+ test suites in Eclipse that uses the Selenium API reducing product testing time from 48 hours to 30 minutes
- Refactored the screenshot feature to reveal test failure details, improving team's debugging process
- Developed a RESTful API that can add or delete contacts from a simple database through Postman

PROJECTS

JUN
2018

Ulti-Play - 48 Hours Ultimate Software Hackathon

- Designed and implemented a mobile app for inter-office competitions using React

JUL
2017

Motion Sensor Lock

- Developed an Arduino lock using timers, counters, and interrupts that unlocks based on a correct sequence of motion over a photoresistor

EDUCATION

2016- 2021

Candidate for Bachelor of Applied Sciences Honours Systems Design Engineering

Courses: Data Structures & Algorithms, Digital Computation, Human Factors in Design

INTERESTS

• Waterloo Midnight Sun Design Team • Waterloo AcaBellas • Arts Unionville Dance Major • UI/UX