He Nan (Tony) Li

3A Computer Science, Digital Hardware Option

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Qualifications

Proficient in C/C++, Java, C#, HTML/CSS, SQL, Objective-C and JavaScript.

Working knowledge in J2EE, Tomcat, Hibernate, ASP.NET, Entity Framework, Service Bus, SignalR, SQL Server, NodeJS, Angular, React, Cordova Ionic, algorithm design and network security.

Extensive experience with git, agile SDLC and SOLID programming principles.

Education

University of Waterloo

Candidate for Bachelor of Computer Science, Honours, Digital Hardware Option

Excellent Academic Standing: 3.9 GPA

Awards: President's Scholarship of Distinction, Term Dean's Honor's List, Canadian Computing Competition Top 25% in Senior Division

Experience

BDO Canada LLP Software Engineer Intern

May 2017 – Aug 2017

- Designed and implemented performance-critical software with PaaS architecture using ASP.NET, C#, Azure, and Angular. Utilized 130 SQL databases, Azure Service Bus and Azure Key Vault to ensure always-on encryption and data independence.
- Improved search efficiency through **memory caching** and **indexing**. Simplified search expression and optimized **LINQ expression**.
- Performed penetration testing with SqlMap and ZAP with reference to OWASP Top 10
 Projects. Prepared a comprehensive report outlining security vulnerabilities and recommended solutions. Implemented CSRF attack prevention with anti-forgery token.
- Prepared extensive design documents detailing system architecture, database schema and sequence diagram to translate business requirements into technical solutions.

Bluejay Network Inc. Software Engineer Intern

Aug 2016 - Dec 2016

- Developed a cross-platform mobile application using Cordova, Ionic and AngularJS.
- Implemented a backward-compatible RESTful API using Java EE, Hibernate, Spring MVC, Maven and MySQL. Investigated server errors and provided hotfixes to the production server.
- Planned, prepared and executed agile sprints and scrums with colleagues to push the project releases within scheduled timeframe.

The University of British Columbia Software Engineer Intern

May 2014

- Collaborated and brainstormed on an iOS application with an immunology professor for a community project. Drafted UI mock-ups and navigation transitions.
- Designed **user interface**, **logics** and **models**. Implemented with Objective-C in Xcode. Applied **multithreading** to provide smoother user experience.

Projects

KaleidoScope Content Sharing Application (github.com/AlephTeam/KaleidoScope)

Aug 2017 - Present

- A cross-platform application (Android and web) designed to simplify content sharing between users.
- Minimizes steps required to share links, files, and chats. Provide consistent UI and UX across different platforms.
- Built with NodeJS, Socket.IO, MySQL and Java; hosted on Azure.

ExpressCPP Cross-platform Server framework built with C/C++ (github.com/AlephTeam/ExpressCPP)

July 2017 – Aug 2017

- Features include the ability to create controllers, middleware and custom error handlers on a specified port.
- Able to construct and parse complete socket messages using HTTP protocol and to be sent and received over TCP/IP connections.
- Built with Winsock2 library for Windows and socket library for Unix to achieve cross-platform and consistent interface.
- Implemented simple view engine with Razor-like syntax to allow html rendering.

MarkX A Markup Language Compiler (tonyli.me/markx)

May 2017 - July 2017

- Implemented in modularized and object-oriented architecture with MEAN stack to provide extensible and maintainable solution.
- Constructed parsing rules and context-free grammar.
- Applied LR1 parsing to achieve linear time efficiency.
- Took the initiative to organize a team of software developers to implement MarkX.

Personal Blog (tonyli.me)

Jan 2016 – Present

- Built with HTML/CSS, Angular and material design; hosted on Github.
- Posted lecture notes and blogs in Markdown. Compiled markdown and math expressions to html and displayed in Angular module.