Nancy (Duo Yuan) Li

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Education

COMPUTER ENGINEERING | 2018-2022 | UNIVERSITY OF TORONTO

- Annual GPA: 3.94, Cumulative GPA: 3.79
- Related coursework: Computer Algorithms and Data Structures (C, C++, Python), Software Communications (C++), Digital Systems (Verilog HDL, ARM Assembly), Linear Algebra, Calculus

Skills

- **Programming**: Python (Flask), C++, C, HTML, CSS (Bootstrap), JavaScript (VueJS, jQuery, NodeJS)
- **System:** MYSQL, AWS (ec2, s3), Python Pip/Virtualenv

Experience

FULL STACK DEVELOPER INTERN | UNIAIM CO., LTD. TOKYO, JAPAN | MAY 2019 – AUGUST 2019

- Created frontend interface and implemented backend APIs that retrieve, display, and update data of 400,000+ Japanese Basketball League Fan Club members using **Python Flask**, **VueJS**, and **MYSQL**.
- Automated manual processes of Salesforce data generation for 30 fan clubs by updating, creating, and uploading csv files to SFTP server using **AWS Lambda**, **Python Pandas** and other libraries.
- Worked closely with the project manager and other teammates on frontend and backend development, testing, and documenting. Contributed significantly to the web system's release in 2-month frame.

Projects

MONEYPONG (SEPTEMBER 2019 – PRESENT)

- Developing a web-based pong game with cryptocurrency integration in a team of five.
- Implemented frontend login/signup pages and RESTful APIs using **HTML, CSS**, **jQuery**, and **NodeJS**.
- Participated in University of Toronto's Hatchery NEST Program for entrepreneurship, conducted market and legal research

GIVT (JUNE 2020 – PRESENT)

- Building a web system that allows users to fund gifts with a group of people as a Hatchery startup
- Conducted product specifications and market research, and prepared pitches to investors

CITY MAP (JANUARY 2020 – PRESENT)

- Developed a city map using **C++** (**STL**, **Gtk**), Open Streets Map and Yelp API in a team of three.
- Implemented Dijkstra's Algorithm and an optimized solution to Travelling Salesman Problem; ranked 19th in a class of 100 teams
- Designed, implemented and communicated a usable and responsive GIS through research, writing, and presentations.