Jeffrey Li

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Education

University of Toronto   September 2016 – Present
Candidate for Honours Bachelor of Science (GPA: 3.86/4.0)

- Completed Courses: **Introduction to Software Engineering · Software Tools and Systems Programming · Introduction to Databases · Computer and Network Security**

Experience

Ontario Ministry of Education   January 2018 – August 2018
IT Quality Assurance Assistant

- Conducted smoke and regression tests on the Ministry of Education web applications through HP ALM, reporting on defects and change requests to assigned SMEs and developers.
- Developed automated regression test suites for online ministry applications utilizing PL/SQL and UFT automation, ensuring full coverage of all business rules.
- Led three knowledge transfer sessions for onboarding co-ops, training the students on the basics of user authentication, manual testing, and maintaining automation.

FRC 5834 – R3P2 (Riverdale Raiders Robotics)   September 2015 – March 2017
Programming Team, Mentor

- Designed and assembled the ball receiver and throwing mechanisms of a 3D SOLIDWORKS model of the competition robot as a schematic for the physical construction by the build team.
- Tutored 4 high school students on the basic syntax and coding styles of Java in preparation for the development of the robot's control and autonomous systems.

Selected Projects

TEQ-LIP Data Reporting Platform   October 2018 – November 2018
Academic (Introduction to Software Engineering)

- Collaborated within a team of 5 in an Agile scrum environment to develop a data collections application for immigration organizations in Scarborough within the school semester.
- Employed Maven to manage Java project dependencies and Travis CI for building and continuous integration.

Selenium Automation Framework   January 2018 – August 2018
Ontario Ministry of Education

- Held daily scrum meetings and weekly meetings within a team of 6 to coordinate the efforts in developing a Selenium-based automation framework for testing Ontario ministry applications.
- Engaged in pair-programming with project members to implement the browser-recognition components of the framework.

SOLID Banking App   July 2017 – August 2017
Academic (Software Design)

- Collaborated within a team of 4 in an Agile scrum environment to develop a basic banking application within a month for both desktop and mobile Android platforms.

Extracurricular Activities

- **Bundy (THacks 2017):** Employed Materialize CSS and Firebase to design a smart online budgeting application, called 'Bundy', within a group of 4 team members in under 48 hours.
- **7th Annual Orbis Challenge**: Participated in a 48-hour coding competition within a group of two and developed a squad AI in Python with pathfinding capabilities in the Cyber Team Zero game.