



# Jeffrey Li

[yunjie.li@mail.utoronto.ca](mailto:yunjie.li@mail.utoronto.ca) | 647-210-9608 |  privatejfx141 |  jeffrey-li-76848a128

## SKILLS

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Programming languages: **Java** (3 years) | **C#** (3 years) | **Python** (2 years) | **C** (1 year)

## EDUCATION

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**University of Toronto Scarborough**

Anticipated Grad Date: June 2020

Honours Bachelor of Science (**GPA: 3.8/4.0**)

- Completed Courses: **Introduction to Computer Science** | **Discrete Mathematics**

## EXPERIENCE

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**FRC 5834 – R3P2 (Riverdale Raiders Robotics)**

Sept 2015 - Present

**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 students in the basic syntax and coding styles of **Java** in preparation for the development of the robot's control and autonomous systems.
- Directed and produced a winter holidays film with limited budget under the span of a week to promote the efforts of the team to the Leslieville community.

## PROJECTS

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**Image Editor Applet**

May 2016

- Utilized **Linux** and **C** to develop a basic image editing applet, with the ability to modify the colour values of the image's pixels.
- Formulated 8 test cases to rigorously test the applet, detecting and resolving bugs within the code.

**Live Weather Grapher Applet**

Dec 2016 - Jan 2017

- Developed a live weather grapher in **Python** that displays live daily weather data from more than 500 regions around the world.
- Utilized **Open Weather Map API** and **Raspbian** to access temperature, air pressure, and precipitation data from connected weather stations worldwide.
- Utilized **Matplotlib** to display the humidity, and temperature highs and lows on a detailed line graph of the current selected region within the last 48 hours at the time.

**Simplified Query Engine and Language**

Nov 2016 - Dec 2016

- Developed a **Python** program that emulates the basic commands of the **Structured Query Lanugage**, with the ability to modify tables with over 500+ rows of unique data.
- Generated over 10 rigours unit test cases to detect and resolve any errors within the program.
- Revised superfluous code and implemented an efficient duplication algorithm to expedite the cartesian product generation process, ultimately cutting down the running time by over 90%.

## OTHER

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**ORBIS Challenge (2016):** Participated in developing a squad-based AI under 48 hours.

**Wikia Editor (2012-Present):** Administrated and edited three video game wikis, maintaining quality and relevancy of over 500 articles.

**TDSB Teaching Assistant (2012-2016):** Invigilated and recorded the marks and homework completion of over 30 students in the Mandarin class at Pape Avenue Public School.