

# Xiang Li

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## Professional Summary

Experienced software developer with a strong background in IT and a keen interest in cybersecurity. Committed to continuous learning and growth.

## Work Experience

- |                                       |  |
|---------------------------------------|--|
| 08/2023 – present<br>Victoria, Canada | <b>Software Developer</b><br><i>Hololabs Studio Inc.</i><br>Partake in multiple Unity projects, Including Mario Kart: Bowser's Challenge<br>Also practiced in full stack development and some automation<br>Undertaking office IT and security setup |
| 01/2022 – 08/2023<br>Victoria, Canada | <b>Junior Game Developer</b><br><i>Hololabs Studio Inc.</i><br>Designed and implemented gameplay features for SkyHaven ☑ in Unity<br>Developed backend structure and data automation systems   |
| 05/2020 – 08/2020<br>Victoria, Canada | <b>VR/Software Developer</b><br><i>Infusion Edutainment</i><br>Developed and tested 3 VR games with an online multiplayer feature<br>Mainly utilized the Unity engine and HTC VIVE hardware  |

## Certificates

- |   |   |
|---|---|
| <b>CS50W: CS50's Web Programming with Python and JavaScript</b> ☑<br><i>Entry level web development with Django</i> | <b>CompTIA Security+</b> ☑<br>Entry level cyber security training |
|---|---|

## Education

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|---------------------------------------|--|
| 09/2018 – 04/2023<br>Victoria, Canada | <b>Computer Science</b><br><i>University of Victoria</i>                                     |
| 01/2023 – present                     | <b>Try Hack Me</b><br>I had persistent and scheduled learning path on the TryHackMe platform |


## Volunteer Experience & Community Engagement

05/2021 – 04/2022	<b>UVic student senate</b> Engaged in discussion bi-weekly and decision making of university policies
01/2019 – 01/2022	<b>UVic Virtual Club President</b> Team-leading and managing, Developed 4 VR/AR projects with Unity with HTC VIVE and Hololens

## Projects


### PopcornShell

A Python reverse shell for Windows that hides itself, adds to startup, uses secure sockets for communication, executes remote commands, captures screenshots, and transfers files.

Project Github: <https://github.com/samsara138/PopcornShell> 

### Attack simulation on QoS structure

Collaborated with a team of three to simulate a network topology using Mininet. Implemented packet queueing policies with Linux tc and used Python to simulate TCP traffic. Simulated various attack vectors and analyzed their effects with Wireshark.

Project GitHub: [https://github.com/Russell-Waterhouse/CSC466\\_Simulation/](https://github.com/Russell-Waterhouse/CSC466_Simulation/) 

### MacroMaker

A versatile tool for creating and executing computer macros, allowing users to record and replay mouse and keyboard actions with an assembly-like data structure to program complex behaviors based on screen status and previous conditions.

Project Github: <https://github.com/samsara138/MacroMaker>