Sarah Li

COMPUTER SCIENCE · STATISTICS · YEAR 3

Vancouver, British Columbia, Canada

☎ +1 778-837-8346 | ✉ sarahli991003@gmail.com | in linkedin | ⌨ sarahl176 | 🌐 sarahl176.github.io

Skills

Programming Languages	Scala │ Java │ TypeScript │ HTML │ CSS │ C++ │ Python │ JavaScript │ C │ SQL
Frameworks & Libraries	AngularJS │ RxJS │ ReactJS │ React Native │ ScalaTest │ Jasmine │ Gatling │ JUnit
Development Tools	IntelliJ │ Linux/Unix │ Chrome DevTools │ Git │ Android Studio │ Cassandra

Education

University of British Columbia   Sept 2017 - Apr 2022

B.S IN COMPUTER SCIENCE AND STATISTICS · CGPA: 86%

- Achievements: Dean's Honour List, British Columbia Achievement Scholarship, instructor-endorsed Piazza poster

Experience

Software Developer Co-op   Sept 2019 - Aug 2020

VISIER INC.

- Developed and revised a core analytics product allowing users to build projection models and visualize future data
- Performed code review and evaluated technical tradeoffs of designs to ensure high code quality
- Made significant performance improvements to certain use cases of the application
- Updated complex server side algorithms in Scala / created reactive UI in TypeScript and AngularJS
- Provided comprehensive tests for new/existing features using ScalaTest, Jasmine, and internal testing frameworks

Projects

Tinder for Cats   Feb 2020

NWHACKS UBC

- Cross platform mobile app for pet owners to meet and schedule meetings and playdates for their pets
- Created using Javascript/JSX with React Native and a Firebase database as a hackathon entry

Voice to Sign Language Translator   Nov 2019

LOCAL HACK DAY UBC

- Android app aiming to bridge language barriers by translating both text and voice phrases to American Sign Language
- Created using Microsoft Azure's voice recognition API and Android Studio

Fitness Tracker   Feb 2019

PERSONAL

- Desktop app which allows users to log calorie intake and calorie burn per day, and save previous health logs
- Created using Java, JavaFX, and JSON parsing of a public nutrition API

"Sort" of Fun   Jan 2019

XDHACKS UBC

- Browser game involving sorting trash into the correct bins within a time limit, aiming to promote eco-consciousness
- Created with the PixelJS library, JavaScript, and HTML

Extra-Curriculars

Technical

- HacktoberFest 2019-2020 by Digital Ocean: contributed to several open source projects in October

Science Undergraduate Society   Sept 2017 - April 2019

- Represented first year students at council meetings by sharing opinions and ideas provided by peers
- Created marketing material for the SUS in the form of memes and videos
- Helped to engage Science students by organizing social events, distributing exam care packages, and general outreach

Imagine Day Orientation Leader   Sept 2018 - Nov 2018

- Mentored a group of first year students throughout their first months at UBC
- Provided advice for academic success and communicated requirements of the computer science program