Sarah Li

Vancouver, British Columbia, Canada
COMPUTER SCIENCE · STATISTICS · YEAR 3

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Technical Skills

- **Programming Languages:** Scala | Java | C++ | C | Typescript | Python | HTML | CSS | Javascript
- **Development tools:** Intellij | Linux/Unix | Chrome DevTools | Git | React | Android Studio
- **Testing frameworks:** JUnit | ScalaTest | Jasmine | Gatling | Valgrind

Education

University of British Columbia
Cumulative GPA: 4.00   Expected graduation date: Apr 2021
- Currently pursuing a Bachelor of Science and specializing in computer science and statistics
- Achievements: Dean's Honour List (2017 - 2019), British Columbia Achievement Scholarship

Work Experience

Software Developer Co-op
Visier Inc.   Sept 2019 - Aug 2020 (12 months)
- Designed and contributed to features that allow users to project data into the future in an analytics web app
- Backend development with Scala and Java / frontend development in Typescript, HTML, and CSS with AngularJS
- Maintained performance tests with Gatling and creating end-to-end tests for server-side code
- Presented design ideas for end-to-end features and contributed to documentation

Projects

Tinder for Cats
nwHacks UBC   Feb 2020
- Cross platform mobile app for pet owners to meet, schedule meetings, and create playdates for their pets
- Created with Javascript/JSX on React Native and a Firebase database as an entry for nwHacks 2020

Voice to Sign Language Translator
Local Hack Day UBC   Nov 2019
- 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
Personal   Feb 2019
- Desktop app for users to log calorie intake and calorie burn per day, and saves previous health logs
- Created with Java, JavaFX for UI, and JSON parsing of a nutrition API response

To-Do List
Personal   Feb 2019
- Android app which allows the user to create, check off, and save tasks
- Created with Android Studio as practice for using object oriented design principles

"Sort" of Fun
XdHacks UBC   Jan 2019
- Browser pixel game involving sorting trash into the correct bins within a time limit to promote eco-consciousness
- Created with the PixelJS library, Javascript, and HTML

Extra-Curriculars

Technical
- Hackathons at UBC: nwHacks 2019-2020, XdHacks 2019, Local Hack Day 2020
- HacktoberFest 2019-2020 by Digital Ocean, contributing to 3+ open source projects in October

Science Undergraduate Society   Sept 2017 - April 2019
- Organized events catered to Science students and represented first year students as a council representative
- Created marketing material for social media in the form of memes and videos

Orientation Leader   Sept 2018 - Nov 2018
- Mentored a group of first year students through their first months at UBC by providing student life and academic advice