Tony Li

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EDUCATION

University of Waterloo   September 2019 - Present
Bachelors in Computer Science, Co-op – Fourth Year   Cumulative GPA: 87%

SKILLS

Languages:	C++, Java, TypeScript/JavaScript, Python, C, SQL, Scheme, R, HTML/CSS
Technologies:	Spring, Node.js, PostgreSQL, MongoDB, Kubernetes, Kafka, Grafana, Docker, Git

WORK EXPERIENCE

Software Engineer | Mercari   January 2023 – Present

Software Engineer | Autonomic   September 2022 – December 2022
- Designed and implemented microservices for vehicle command processing in Java Spring capable of handling over 1,500 Kafka records per second to meet throughput targets.
- Improved command state consistency logic across multiple Kafka streams applications and PostgreSQL databases, eliminating over 48,000 commands stuck in non-terminal states.
- Created features and endpoints for the launch of a new custom command initiative to reduce developer time by allowing customers to bootstrap their own command definitions.
- Pushed deployments to production on Kubernetes through Concourse and Argo CD while monitoring metrics through Grafana and testing using JUnit and Mockito.

Undergraduate Research Assistant | University of Waterloo   May 2022 – August 2022
Computational Motion Group – Professor Christopher Batty
- Developed a fluid simulation framework in C++ implementing the incompressible Navier-Stokes equations and utilizing finite differences on a 2-D marker-and-cell grid.

Software Engineer (Platform Team) | Infor   January 2022 – April 2022
- Conducted an overhaul of the Workforce Management Spring application's logging framework from Log4j to Logback to address security concerns and decouple configuration from code.
- Revised database access logic to eliminate compatibility systems for the legacy Db2 z/OS database, improving Flyway database migration speeds by up to 50%.
- Proposed infrastructure changes with architects to minimize impact of changes on client environments and created new build pipelines with upgrade guidelines.

Full Stack Software Engineer | Honeybee Hub   May 2021 – August 2021
- Led the implementation of a subscription-based pricing model across a Node.js, Express, React, and MongoDB application while using Stripe to securely handle payment processes.
- Created a new Next.js application for a prescreening survey system including survey and response navigation pages and support for dynamic branching logic.

PROJECTS

FlowerID | Mobile app that identifies flowers species   tonylizj.com/flower
- Android app build with React Native and TensorFlow.js that uses a camera image and a custom trained convolutional neural network to identify flower species with over 80% accuracy.

highlighter | Better code syntax highlighting in Discord   tonylizj.com/hl
- Node.js and Express REST API that syntax highlights code of over 30 languages and a Discord bot that allows users to highlight their code in chat within seconds.