

Peter Li

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SKILLS

LANGUAGES

Proficient

Java • Ruby • JavaScript

Experienced

C# • C++ • C • Assembly

Worked with

Python • Lua • PHP • ASP

TECHNOLOGIES

Android • Ruby on Rails • Django

PostgreSQL • MySQL

AngularJS • jQuery

EDUCATION

UNIVERSITY OF WATERLOO

Candidate for Bachelor in Software Engineering

Term 2B | Expected 2018 | Waterloo, ON

AWARDS

VEX Robotics World Championship

Won regional competition and competed in international competition

Canadian Computing Competition 2013

Certificate of Distinction

Canadian Computing Competition 2012

Certificate of Distinction

LINKS

Github:// [tyuo9980](#)

LinkedIn:// [tyuo9980](#)

INTERESTS & HOBBIES

Piano, Jazz

Active Overclock.net member

Competitive FPS gamer

eSports

Table Tennis

Anime, Gaki no Tsukai

EXPERIENCE

PLASTIC MOBILE | SOFTWARE ENGINEER

Jan 2015 – Apr 2015 | Toronto, ON

- Designed and implemented a smartdoor authentication system. Created backend API with Django REST framework
- Wrote and set up automated testing scripts for iOS applications using Calabash-ios with Cucumber in Ruby and Gherkin
- Developed an efficient Google Maps marker clustering algorithm using quadrees
- Worked on localization and Google Analytics for Android applications

IMAGINE COMMUNICATIONS | APPLICATION DEVELOPER

May 2014 – Aug 2014 | Waterloo, ON

- Developed an internal progress dashboard to record and monitor employee efficiency using AngularJS and Bootstrap
- Worked on a RESTful C# API for the progress dashboard with exception/error propagation
- Maintained existing software systems by fixing bugs in the Silverlight frontend and C# backend

IVY GLOBAL EDUCATION | JUNIOR WEB DEVELOPER

July 2012 – Aug 2012 | Toronto, ON

- Developed an RSS news feed using the Google Feed API. Wrote PHP scripts to find trending topics from popular news sites
- Created, updated, and maintained functionality and content of web pages using JQuery, JavaScript, and HTML

PROJECTS

PC PWNS CONSOLE (PCPC) Custom Java Framework

- Designed to be used as a framework for faster and easier development for applications
- Provides methods for accessible file I/O, text I/O, audio, graphics, and socket connections
- Used to develop games, messengers, and GUI applications

BUBBLESCAPE Original Android game

- Led, architected, and managed the project over the entire development cycle
- Assigned tasks to other developers and organized meetings and set deadlines
- Implemented object collisions, animations, character AI, game logic, and unique swipe controls
- 300+ installs on Google Play store

BIPOLAR ANIMALS Url alias generator

- A Rails web application that generates easy to remember aliases for URLs
- Developed using Ruby on Rails, used PostgreSQL for databases, and hosted on Heroku

MYONNAISE Hack the North hackathon project

- A desktop navigation menu for Windows using arm and hand gestures with Myo
- Developed gesture recognition scripts in Lua for scrolling and overlay focus control