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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

VEEVA SYSTEMS | NETWORK DEVELOPER

Sept 2015 - Dec 2015 | Toronto, ON

- Java fullstack development using Spring, mySQL, Apache Tomcat, and JMVC
- Designed and created a localization framework for quickly importing newly translated labels as well as exporting missing labels in Java
- Improved dataflow performance by reducing parsing processing times by 10%

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 quadtrees
- 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 Angular JS and Bootstrap
- Worked on a RESTful C# API for the progress dashboard
- Maintained existing software systems by fixing bugs in the Silverlight frontend and C# backend

PROJECTS

TIMEWINDER League of Legends match timeline viewer

- Timewinder provides a visualization of match statistics and performance over time using Riot API
- Developed with Go backend, PostgreSQL databases, and HighCharts.js for visualization

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