

# Peter Li

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## SKILLS

### LANGUAGES

Java, C++, C#, Go, JavaScript

### TECHNOLOGIES

Samza, Android, PostgreSQL, MySQL, Redshift, Jenkins, Ruby on Rails, Django

## EXPERIENCE

### AGARI DATA

Jan 2017 - Apr 2017

#### Data and Pipeline Engineer

San Mateo, CA

- Architected and developed a data pipeline using **API Gateway**, **AWS Lambda**, **Kinesis**, and **Terraform** for aggregations on over **10Gb** of data daily
- Developed DMARC hosting workflow for Agari's core product. Fullstack development using **Ruby on Rails**, **PostgreSQL**, and **RSpec**

### KIK INTERACTIVE

May 2016 - Aug 2016

#### Anti-Spam Developer

Waterloo, ON

- Developed core features of the anti spam model for classifying malicious users
- Maintained and created spam detection features and rules with **Apache Samza**, **Hadoop Yarn**, and **Apache Kafka** to catch spammers in real time based on data driven research using **Amazon Redshift**
- Worked on devops by improving system monitoring with **Pagerduty** and **Nagios** and helped set up **Jenkins** for continuous integration

### VEEVA SYSTEMS

Sept 2015 - Dec 2015

#### Network Developer

Toronto, ON

- Java fullstack development using **Spring**, **MySQL**, **Apache Tomcat**, and **JMVC**
- Designed and created a localization framework for quickly exporting and updating translated labels
- Improved dataflow performance by reducing parsing processing times by **10%**

### PLASTIC MOBILE

Jan 2015 - Apr 2015

#### Software Engineer

Toronto, ON

- Created a smartdoor authentication system. Architected backend API with **Django** REST framework
- Wrote and set up automated testing scripts for iOS applications using **Calabash-iOS** with **Cucumber** and **Gherkin**
- Worked on localization and Google Analytics for **Android** applications

## PROJECTS

### TIMEWINDER

<http://timewinder.gg>

#### League of Legends match timeline viewer

- Provides a visualization of match statistics and performance over time using **Riot API** data
- **200,000+** page views, **40,000+** sessions, and **35,000+** users on launch with less than **8%** bounce rate
- Developed with **LeGoLegends** library, **Go** backend, **PostgreSQL** databases, and **Charts.js** for visualization. Hosted on **Heroku**

### LEGOLEGENDS

#### Riot API Library in Go

- Written in **Go**, LeGoLegends is a wrapper for **Riot API** to help send and process requests

BUBBLESCAPE Original Android game, 500+ downloads

PC PWNS CONSOLE Custom Java framework for GUI application development

## EDUCATION

### UNIVERSITY OF WATERLOO

2013 - 2018 Expected

Candidate for Bachelor in Software Engineering

Waterloo, ON