

# Peter Li

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## EXPERIENCE

### VEEVA SYSTEMS

Sept 2015 – Dec 2015 | Toronto, ON

Network Developer

- 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 | Toronto, ON

Software Engineer

- 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

May 2014 – Aug 2014 | Waterloo, ON

Application Developer

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

## 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
- Developed with **LeGoLegends** library, **Go** backend, **PostgreSQL** databases, and **Charts.js** for visualization

### LEGOLEGENDS

Riot API Library in Go

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

### BIPOLAR ANIMALS <http://ba.peterli.io>

Url alias generator

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

### PC PWNS CONSOLE (PCPC)

Custom Java Framework

- Designed to be for faster and easier development for games and GUI applications
- Provides tools for accessible file I/O, text I/O, audio, graphics, and socket connections

### 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

## SKILLS

### LANGUAGES

Java • C++ • C#  
Go • Ruby • JavaScript

### TECHNOLOGIES

Android  
Ruby on Rails • Django  
PostgreSQL • MySQL  
AngularJS • JMVC  
jQuery

## EDUCATION

### UNIVERSITY OF WATERLOO

Candidate for Bachelor in  
Software Engineering  
Term 3A | Expected 2018  
Waterloo, ON

## AWARDS

**VEX Robotics World  
Championship 2011**  
Won regional competition  
Competed in internationals  
**Canadian Computing  
Competition 2013**  
Certificate of Distinction  
**Canadian Computing  
Competition 2012**  
Certificate of Distinction

## LINKS

Github:// [tyuo9980](#)  
LinkedIn:// [tyuo9980](#)

## INTERESTS

Piano, Jazz  
Overclock.net  
Competitive FPS  
eSports  
Table Tennis  
Anime, Gaki no Tsukai