

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
- Average **400** page views and **20 new** users **daily**
- 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