Peter Li

http://peterli.io

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SKILLS

PROGRAMMING

Proficient
Java • Android • C# • C++ • C

Experienced
Javascript • AngularJS • jQuery • HTML • SQL • Assembly

Worked with
iOS • Python • Lua • PHP • ASP • Silverlight • Latex • MVC design

EDUCATION

UNIVERSITY OF WATERLOO

Candidate for Bachelors in Software Engineering
Term 2A | Expected 2018 | Waterloo, ON

AWARDS

VEX Robotics World Championship
Won regionals and competed in internationals

INTERESTS & HOBBIES

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

LINKS

Github:// **tyuo9980**
LinkedIn:// **tyuo9980**

EXPERIENCE

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
- Designed a RESTful route handler API in C# for the progress dashboard with exception/error propogation
- Maintained existing software systems, bug fixes in Silverlight frontend and C# backend

IVY GLOBAL EDUCATION | JUNIOR WEB DEVELOPER
July 2012 – Aug 2012 | Toronto, ON
- Developed an RSS news feed using Google Feed API. Write a PHP script to find trending topics from popular news sites
- Created, updated, and maintained functionality and content of web pages using JQuery, Javascript, and HTML

PROJECTS

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

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

(Below are projects using my own custom Java framework, PCPC)

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

STEGANOGRAPHER Image steganography tool
- Encodes and decodes images and text within other images by bit manipulating RBG values

PATHERY A "Find the longest path" game. Clone of Pathery.com
- Developed a custom JSON parser from scratch to read map info from Pathery.com
- Implemented Breadth First Search to determine the shortest path

ONLINE CHECKERS Classic checkers
- A multiplayer checkers game using socket connections over LAN