

Peter Li

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SKILLS

LANGUAGES

Java, Python, Kotlin, JavaScript, HTML, CSS, Go, C++, Ruby

TECHNOLOGIES

Android, AWS, Heroku, Django, PostgreSQL, iOS, React, Samza, Ruby on Rails

EXPERIENCE

GOOGLE Mountain View, CA

Oct 2018 - Present

Software Engineer III, Android Automotive OS

- First party app development for **Android Automotive OS**
- Developed reference applications, libraries, and APIs
- Led development of **AAOS Messenger**, contributor to **AAOS Dialer**, **Android for Cars**, **Cluster Display**

A THINKING APE Vancouver, BC

Sept 2017 - Dec 2017

Software Engineer Intern, Live Ops

- Developed global in game push notifications for quest progress updates
- Developed player inventory organization features for showcase and trading
- Implemented new features and maintained existing features for mobile games in **Android**, **iOS**, and **Django**

AGARI DATA San Mateo, CA

Jan 2017 - Apr 2017

Data and Pipeline Engineer Intern

- 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 features for Agari's core product using **Ruby on Rails** and **PostgreSQL**

KIK INTERACTIVE Waterloo, ON

May 2016 - Aug 2016

Anti-Spam Developer Intern

- 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

PROJECTS

TIMEWINDER.GG

2017 - 2018

League of Legends data analytics platform

- Provides analysis and visualization of match statistics and performance over time using **Riot API** data
- Architected data aggregation pipeline, saturating Riot API rate limits with **Celery** message queues
- Acquired **220,000** page views and **40,000** users internationally since alpha launch. Peaked **250** concurrent users
- Featured on polscygracze.pl, one of the largest Polish gaming blog and news outlets
- Developed with **React**, **Django**, **PostgreSQL**, **d3.js** and **Charts.js** for visualization. Hosted on **Heroku** and **AWS**

LEGOLEGENDS Go Riot API Wrapper

- **Riot API** wrapper with a token bucket rate limiter

EDUCATION

UNIVERSITY OF WATERLOO Waterloo, ON

2013 - 2018

Bachelor of Software Engineering