Peter Li

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SKILLS

LANGUAGES	Java, Python, Go, JavaScript, Ruby, C++
TECHNOLOGIES	AWS, Heroku, Django, PostgreSQL, Android, iOS, React, Samza, Ruby on Rails

EDUCATION

UNIVERSITY OF WATERLOO Waterloo, ON   2013 - 2018
Bachelor of Software Engineering

EXPERIENCE

A THINKING APE Vancouver, BC   Sept 2017 – Dec 2017
Software Engineer, 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
- 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
- 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 Toronto, ON   Sept 2015 – Dec 2015
Network Developer
- Designed and created a localization framework for quickly exporting and updating translated labels
- Improved dataflow performance by reducing parsing processing times by **10%**
- Maintained existing features using **Spring**, **MySQL**, **Apache Tomcat**, and **JMVC**

PLASTIC MOBILE Toronto, ON   Jan 2015 – Apr 2015
Software Engineer
- Created a smartdoor authentication system and architected backend API with **Django**
- Wrote and set up automated testing scripts for iOS applications using **Calabash-iOS** with **Cucumber** and **Gherkin**

PROJECTS

TIMEWINDER.GG   https://timewinder.gg
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