

Peter Li

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SKILLS

LANGUAGES

Java, Python, Go, JavaScript, Ruby, C++

TECHNOLOGIES

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

EXPERIENCE

A THINKING APE Vancouver, BC

Sept 2017 – Dec 2017

Software Engineer, Live Ops

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

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 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

<http://timewinder.gg>

League of Legends data analytics service

- Provides analysis and visualization of match statistics and performance over time using **Riot API** data
- **200,000+** page views, **40,000+** sessions, and **35,000+** users on alpha launch with less than **8%** bounce rate
- Developed with **React**, **Django**, **PostgreSQL**, and **d3.js** for visualization. Hosted on **Heroku**

LEGOLEGENDS Riot API Library in Go

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

BUBBLESCAPE Original Android game, 500+ downloads

PC PWNS CONSOLE Custom Java framework for GUI application development

EDUCATION

UNIVERSITY OF WATERLOO Waterloo, ON

Expected April 2018

Candidate for Bachelor in Software Engineering