

# JACKSON LI

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## EDUCATION

### Bachelor of Science in Computer Science

University of British Columbia

Sep 2020 – Present

Vancouver, BC

## WORK EXPERIENCE

### Software Engineer Intern

MacroHealth | *Scala, Java, MongoDB, K8s, Apache Nifi*

Sep 2023 – Sep 2024

Vancouver, BC

- Accelerated claim data generation time by 35% by optimizing processor code to batch transactions for document sets, enabling fast and consistent data accessibility for other departments
- Improved code quality by creating unit, integration, API, and end-to-end (E2E) tests with ScalaTest, increasing total code base coverage by 4% and ensuring reliable software performance
- Built a data model to standardize healthcare claim information and created REST APIs to deliver them to internal customers
- Fixed and developed various components for internal software platform using Scala, enhancing usability for engineers and cross-departmental users

### Software Engineer Intern

Semtech | *Python, Jenkins, Groovy, Docker*

Sep 2022 – May 2023

Richmond, BC

- Accelerated Jenkins CI/CD pipeline run time by 14% by optimizing Jenkinsfile scripts in Groovy and creating batch scripts for efficient file handling
- Automated device model testing process by using PowerShell scripting for package installation, eliminating manual steps and streamlining workflow
- Enhanced deployment reliability by diagnosing and fixing pipeline bugs through targeted code changes

## PROJECTS

### DejaDwell | *JavaScript, React, Node.js, MongoDB*

May 2024 – Aug 2024

- Developed a full-stack web app in a team of 4 using Node.js serving a REST API with React as frontend
- Implemented rental matching platform for tenants and landlords
- Used MongoDB for data storage and Redux and Thunk for state management
- Automated deployments on Render and configured testing pipeline using GitHub Actions

### UBC Game Dev Club: Constellation Tango | *Unity, C#*

Sep 2021 – May 2022

- In a team of 6, created assets for character sprites, maps, and concept art for a tactical RPG game
- Created C# scripts our game related to data persistence and state management

### Slime War | *Unity, C#*

May 2020 – Jul 2020

- Implemented gameplay mechanics and logic for combat, movement, and object interactions
- Utilized sprite animation and Adobe Photoshop to create visually appealing content

## TECHNICAL SKILLS

**Languages:** Scala, Java, JavaScript, HTML/CSS, C#, Python

**Tools & Frameworks:** Git, Jira, MongoDB, Docker, Kubernetes, ArgoCD, React/Redux, Node.js, Unity