# Chun Kit Li

3A Computational Mathematics and Statistics | University of Waterloo +1 (647) 867-5886 | ck6li@edu.uwaterloo.ca | vertli.github.io

### Skills \_\_\_\_

- Experience in Object-Oriented Programming with Java and C++
- Proficient in building front-end websites with HTML, CSS, and JavaScript
- Familiar with Pascal, Python, C, Scheme (Racket), and Unix Command Line (Bash)
- Solid understanding of algorithm design and data structures
- Ability to write clear and efficient code

## Education\_\_\_\_\_

#### **University of Waterloo**

Sept. 2016 - Present

Candidate for Honours Bachelor of Mathematics, Major in Computational Mathematics and Statistics

University of Waterloo President's Scholarship (for 90 – 95 admission average)

#### Projects\_

#### Quadris [C++] (Group)

Nov. 2017 - Dec. 2017

- a Tetris-like game which developed for one of my university computer science courses (CS 246)
- added "Hint" feature which displayed the Cartesian coordinate for next relative best move
- used observer pattern and only used smart pointers

## Trackr [HTML/CSS/JavaScript/Node.js] (Group)

Sept. 2017

- a website developed during Hack the North 2017
- used Microsoft Azure's facial detection API and tracking.js
- compared one photo (took from camera) with other photos in the database
- returned the highest similar photo from database to the user

### Minesweeper [C] (Individual)

Mar. 2017

- a text-based game which developed for one of my university computer science courses (CS 136)
- implemented the back-end algorithms (the school provided text graphical user interface)

# Activities and Interests\_\_\_\_\_

Volunteer for StarterHacks 2019	Jan. 2019
Member of Statistics Club, University of Waterloo	Jun. 2018 – Jul. 2018
Member of Data Science Club, University of Waterloo	Jan. 2018 – Apr. 2018
Participant for Google Puzzle Game at University of Waterloo	Oct. 2017
Participant for Hack the North 2017	Sept. 2017
Mentor for Hour of Code at Father Michael McGivney Catholic Academy	Nov. 2015