

# Chun Kit (Calvin) Li

4A Computational Mathematics and Statistics | University of Waterloo

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🌐 Chun Kit (Calvin) Li | 🐙 [vertli](https://github.com/vertli)

## Work Experience

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### The Education University of Hong Kong

*Sept. 2019 - Dec. 2019*

#### IT Intern | Office of the Chief Information Officer - Student Administration Team

- ◆ Created data forms for the new school system based on the old system by using **Java**, **XML**, and **PL/SQL**
- ◆ Experimented on coding the new school system to help increase the speed of development
- ◆ Helped writing the technical documentation for the new school system development

## Education

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### 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)
- ◆ **Relevant Coursework:** Object Oriented Programming, Algorithms, Data Structures, Database, Linear Algebra, Linear Regression, Differential Equations, Calculus, Mathematics Models, Probability, Physics

## Skills

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- ◆ Experience in Object-Oriented Programming with Java, C++, and Python
- ◆ Proficient in building front-end websites with HTML, CSS, and JavaScript
- ◆ Familiar with SQL, Pascal, R, C, Scheme (Racket), MATLAB, SAS, MIPS, and Unix Command Line (Bash)

## Selected Projects

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### Personal Website (Self Developed)

*Sept. 2017 - Present*

- ◆ Used **HTML**, **CSS** and **JavaScript** (without using any framework or library) to create a responsive website for displaying my projects, artworks, and some course notes
- ◆ Used **JavaScript** created a rainfall animation and it will resize itself when the browser has been resized

### Quadris (Collaborated)

*Nov. 2017 - Dec. 2017*

- ◆ Final project from university course CS246 - Object-Oriented Software Development
- ◆ Used **C++** to develop a Tetris-like game in Unix system with graphical user interface (GUI) by **X-window**
- ◆ Added a "Hint" feature which displays the Cartesian coordinates for next relative best move to the player
- ◆ Used observer pattern and only used smart pointers
- ◆ Obtained 92% for this project

## Activities and Interest

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Member of Computer Graphics Club

*Jul. 2019 - Present*

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*