WEIHAN LI

(way-han lee)

github.com/weihanli101
http://weihanli.ca/
weihan@uoguelph.ca
(519) 580-9233

TECHNOLOGIES

Languages: Proficient in Java, C/C#, Python; Familiar with PHP, JavaScript, HTML

Tools & Frameworks: Git, Bootstrap, LibGDX, Android Studio, Unity, MySQL, AWS

EMPLOYMENT

Sept – Dec. 2017

FULL STACK DEVELOPER – **Tulip Retail**
- Developed internal tools fundamental to product creation
- Structured and used RESTful API through PHP
- Worked with AWS PHP SDK to automate templating and ECS cluster creation
- Used MySQL databases to organize and store ECS cluster data retrieved from AWS clients

May – Sept. 2017

GAMES DEVELOPER– **Adknown Inc.**
- Worked with animations, shaders, and Unity's physics engine to develop intriguing mobile games
- Designed and implemented game objects using object-orientated principles
- Deployed platforms for both iOS and Android
- Prioritized efficiency to accommodate for mobile commuting powers

July 2015 – Jan 2016

WEB DESIGNER AND EDITOR – **vCanbridge Technologies**
- Utilized Bootstrap to design responsive websites
- Worked with both developer side problems as well as client side problems

PROJECTS

Sept – Dec. 2017

WORKSPACE - https://github.com/thechausenone/workspace
- A cross platform window manager built in Electron and Angular 2, using Firebase for authentication
- Workspace aims to organize desktop clutter when multiple programs are running

July – Aug. 2017

JANELLE - https://github.com/weihanli101/Janelle
- A 2-D side-scroller built off Unity
- Utilizes rational functions to create dynamic game difficulty

Nov 2015 – Jan 2015

CYGNUS STRIKE - https://github.com/weihanli101/Cygnus-Strike
- Integrated the LibGDX framework and OpenGL graphics library with Java to develop a top down 2D shooter
- Collaborated, shared and developed via the VCS GitHub

EDUCATION

2015 – 2020

CANDIDATE FOR BACHELORS OF COMPUTING (CO-OP)
Relevant course work:
- Algorithms, Data Structures, Object Orientated Programming, Operating Systems