

3A Software Engineering | http://zuqi.li | https://github.com/zuqini | zq6li@uwaterloo.ca

Skills

Languages:

JavaScript, Java, C/C++, Jade (HTML), Less (CSS), Python, Bash, SQL

Web:

Node.js, Express, AngularJS, JQuery, Underscore, D3.js, Highcharts, Bootstrap, Spring Framework

Mobile:

Android, Cocos2d-X

Database:

MySQL, PostgreSQL, MongoDB, JDBC Hibernate ORM, Liquibase

Tools:

Git, SVN, Maven, Grunt, Eclipse, Android Studio, Visual Studio, Vim

Education

University of Waterloo

Candidate for Bachelor of Software Engineering Sept. 2013 - Present

Awards:

Dean's Honours List

Interests

Hackathons Guitar/Piano Skiing Hiking Gaming

Experiences

Mobile Developer | WeMesh

September 2015 – December 2015

Kitchener, ON

- Implemented automatic and manual video **quality selection**; **reduced initial video load**-time on poor networks by **3 seconds** on average
- Redesigned the **REST** client architecture for better **efficiency** and **scalability**
- Implemented first-time-user-experience orientation carousel and pop-up hints
- Improved the VoIP quality and video-syncing precision across devices

Java Intermediate Developer | Martello Technologies

January 2015 - April 2015

Ottawa. ON

- Developed **network monitoring** for SIP trunk traffic to enable performance and error reporting on SIP trunking devices
- Implemented a feature to **analyze** and **report** voice quality data; detects VoIP failures with **100%** certainty
- Implemented an account recovery system using modern cryptography
- Redesigned various performance reporting UI for better representations of data

Design Engineer | Nakina Systems

May 2014 - August 2014

Ottawa, ON

- Delivered a **SOAP** web service for managing client users and groups
- Implemented a **customizable** password policy system to improve security by enforcing strong passwords
- Implemented **algorithms** to generate complex passwords for users based on the customized password policy
- Added various installation and removal scripts for the administration console

Projects

Terre February 2015 – Present

A physics simulation of star systems for iOS and Android.

Simulates realistic gravitational pull and dynamic lighting effects.

C++, Cocos2d-X Framework

VReq November 2014

A client-side web application that creates graph representations of pre-requisites of any course at the University of Waterloo.

D3.js, JQuery, Waterloo Open Data API

Simple.Click.Search.

August 2014

A Google Chrome Extension that conducts search queries to various search engines using clicked or highlighted text.

JQuery, Chrome Platform API