

# Chun Li

Software Engineer  
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Tools      Java, JavaScript, Python, Go, SQL, Vim, Git, Bash

Experience    **Jr. Platform Engineer @ BiblioCommons**      Toronto | Jun 2017 - Present

- Developed onboarding scripts to set up environment for new hires, drastically improving setup time.
- Automated various manual processes using shell scripts in Bash and PowerShell.
- Maintained and enhanced backend Java services to support new features for public libraries, such as fine payments. Utilized technologies such as Spring for DI.

**Software Engineer Intern @ Yext**      New York | May - Aug 2015

- Wrote scripts to migrate billing information from an internal software system to a third-party system (Zuora).
- Helped maintain internal software systems responsible for billing and subscription services.

**Backend Engineer Intern @ Reflektion**      San Mateo, CA | Sep - Dec 2014

- Built a software pipeline to process large amounts of data, providing real-time analytics.
- Utilized distributed systems such as Storm, Kafka, and Cassandra.
- Worked with NoSQL databases such as MongoDB and Redis.

**Software Engineer Intern @ Yext**      New York | Jan - Apr 2014

- Developed Pages, an enterprise software solution for creating dynamic web pages.
- Utilized Go with the Martini web framework, as well as modern web developer tools such as Closure templates, jQuery, and Sass.

**Java Engineer Intern @ N8 Identity**      Burlington, ON | Apr - Aug 2013

- Developed enterprise software using Java technologies such as Spring.
- Developed frontend web components using JSF.

Projects      **Conway's Game of Life**

- Implemented Conway's Game of Life using Javascript and HTML Canvas.

**chunli.me**

- Setup reverse proxy Nginx to serve various services, such a personal git server, static files, and other various web servers.

Education    University of Waterloo – Bachelor of Computer Science, 2017