

RAY LI

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SKILLS

- *Languages:* JavaScript, TypeScript, HTML, CSS, Python, Java, C, C++, SQL
- *Libraries/Frameworks:* Next.js, React, Redux, AngularJS, Jest, Express.js, Tailwind CSS
- *Development Tools:* Git, Node.js, Linux, PostgreSQL, Vercel, SonarQube

EXPERIENCE

Full Stack Engineer

May 2024 – August 2024

Boost Collective Inc.

Kitchener, Ontario

- Developed user interfaces for **6,500+ monthly customers** and internal fulfillment tools with **Next.js** and **Supabase**
- Increased monthly revenue by **19.7%** by architecting and promoting a **Stripe**-based recurring subscription model
- Informed advertisement spending decisions by automating **Spotify API** data collection across **350+** playlists
- Built a **Gmail API** email scraper to auto-accept Spotify for Artists invitations, saving **3+ hours** per week
- Increased Spotify for Artists shares by **15%** by through a user-friendly sharing UI design

Full Stack Engineer

September 2023 – December 2023

SS&C Technologies Inc.

Toronto, Ontario

- Automated the generation and uploading of business reports to **Sharepoint** and **S3 buckets** using **Apache Nifi**
- Ensured the reliability of future development efforts by integrating **Testcontainers**, **JaCoCo**, and **SonarQube** into a **Java Spring Boot** app to establish an integration test infrastructure with **97.1% test coverage**
- Streamlined **CI/CD** by using **GitHub Actions** workflows to automate **SonarQube** commit scanning, **Artifactory** snapshots and releases, and **ArgoCD** deployments for pull requests

Software Developer

January 2023 – April 2023

Xero Ltd.

Toronto, Ontario

- Modernized a legacy application using **React** and **TypeScript**, achieving an **89% user retention rate** after launch
- Improved overall software quality by using **Jest** to write unit tests and integration tests to reach **100% test coverage**
- Regularly reviewed, commented on, and suggested improvements to pull requests using the **GitHub** code review system, promoting code **uniformity** and **maintainability** across the team

Software Developer

April 2022 – August 2022

SaFuture Inc.

Remote

- Developed an environmental risk management web application using **AngularJS**, **Bootstrap**, and **TypeScript**
- Optimized report creation process by **80%** after identifying and eliminating inefficiencies in request logic
- Migrated a legacy mining cost estimation application from Visual Basic to **React**, **Redux**, **Material UI**, and **C# .NET**
- Built a **Python** program to transpile legacy Visual Basic code to their C# equivalents, saving **3 hours** per day

PROJECTS

Tetris Training App *React, TypeScript, HTML, CSS, Git, GitHub Pages*

- Developed and deployed a responsive Tetris training web application on **GitHub Pages**
- Designed **modular React components** and custom **TypeScript** definitions for easier feature development

ASCII Game Engine *C++, ncurses, Git*

- Designed and implemented a ASCII art video game engine using **C++** and **ncurses** for terminal-based display
- Applied **SOLID principles** in designing modular engine objects, enabling a robust game development process

EDUCATION

University of Waterloo

Expected May 2026

Bachelor of Computer Science (Honours)

- Cumulative GPA: 92.41
- Relevant Coursework: Data Structures and Algorithms, Object-Oriented Programming, Operating Systems