

# Stephen Li

## Contact

- [hello@stephenli.ca](mailto:hello@stephenli.ca)
- [github.com/trinovantes](https://github.com/trinovantes)

## Skills

- C++
- JavaScript/Node.js
- Backbone.js
- HTML/CSS/LESS
- Python/Django/Flask
- MySQL

## Education

### University of Waterloo (2011 - 2016)

- Bachelor of Software Engineering (B.SE)
- CGPA 3.8

## Internships

**Rocscience**, Toronto, Canada Jan 2015 - Apr 2015

- Implemented C# WPF interfaces for creating 3D CAD models
- Improved user interface's responsiveness under heavy workload

**Lookout**, San Francisco, USA May 2014 - Aug 2014

- Worked on the iOS team
- Automated detection of text truncation due to internationalization
- Investigated ECDSA signature verification on iOS

**IBM**, Markham, Canada Sept 2013 - Dec 2013

- Worked on the JIT compiler's PowerPC team
- Improved generated code's performance on POWER8 architecture
- Implemented debugging utility to assist with using GDB

**500px**, Toronto, Canada Jan 2013 - Apr 2013

- Worked on the Android team
- Built homepage, gallery, and user profile for tablets

**Pilot Interactive**, Toronto, Canada May 2012 - Aug 2012

- Built websites for clients with CodeIgniter, WordPress, Backbone.js
- Converted PSDs to HTML web pages

## Projects

### Sana Protocol Builder

Django, Backbone.js, Mocha, Sinon, Browserify, Gulp [sanaprotocolbuilder.me](http://sanaprotocolbuilder.me)

- Allowed physicians to create and edit medical procedures online

### Quest Schedule Exporter

Babel/ES6, Browserify, Gulp [questscheduleexporter.xyz](http://questscheduleexporter.xyz)

- Converted Waterloo students' class schedules into iCalendar files

### Ray Tracer

C++, GLM, Lua [github.com/Trinovantes/cs488-project](https://github.com/Trinovantes/cs488-project)

- Implemented refraction/reflection, texture/bump mapping, space partitioning, distributed ray tracing