Andrew T. Li

(201) 519-7208 | Website: https://atl043.github.io/ | andrewfourli@gmail.com | Github: /Atl043 | Linkedin: /andrewtli

Summary of Qualifications

I am Full Stack Developer with hands on experience developing Web applications, REST API, and .Net applications with ReactJs, Java, and C#. I have experience working in an Agile software development environment and have a Top Secret clearance.

Education

B.S, Mathematics & Computer Science, University of California San Diego, La Jolla, CA   2019

Technical Skills

Programming Languages: JavaScript, ReactJs, Java, C#, Python, SQL
Web Technologies: Redux, RestAPI, Web Sockets, HTML5, CSS, TypeScript
Frameworks: Git, Node.js, .NET

Certificates

PSM 1 - Professional Scrum Master 1 - 553505

Work Experience

Software Engineer T2 | Northrop Grumman– Mission Systems   (July 2020- Present)

Software Engineer 1 | BAE Systems – Electronic Systems Sector   (March 2020 - July 2020)
Software Engineer Associate   (June 2019 - March 2020)

- Develop new features for Web App in order to meet deadlines using ReactJs and JavaScript
- Parse Json data to display onto Cesium JS Map
- Incorporate online open source components to fit requirements and complete features
- Conducted memory and performance Research of REST api and React Redux to improve overall performance of a major feature by about 10% by not sending unnecessary data through RestAPI and normalizing data stored in React Redux.
- Participate in Smoke Testing, Code Review, and Agile Kanban Software Development Process
- Wrote tests to increase test coverage of project using Enzyme (ReactJs) and unit tests to increase line converge by thousands of lines
- Participate in customer meetings and design meetings to build a better designed app for the customer

Software Engineer Intern | L3 Technologies – Telemetry and RF Products West   (June – September 2018)

- Used both ReactJS and Java to develop the InControl Web API
- Programmed Restful API to retrieve JSON objects and parse through them to display on Web Interface
- Worked in a Kanban Agile software development process and participated in daily standups and code reviews using Jira, Bitbucket, and Confluence
- Implemented new features for OnTime, a scheduling web application, done in JavaScript and ReactJS

Software Engineer | Chen Laboratory at UC San Diego   (November 2016 – June 2019)

- Engineered 3-tiered architecture for a 3D Biolight Printer. Created front-end interface using React and Redux. Implemented middleware by using web sockets to send messages between the layers. And used COM communication to control the hardware.
- Created .NET C# applications for several 3D Biolight Printers using SerialPort communication and COM communication
- Transformed Lab Web Page to be more modern - http://schen.ucsd.edu/lab/

Web Development Intern | Gotobus.com & Taketours.com   (June – August 2016)
- Built a more user-friendly interface for customers to improve sales and Implemented Responsive Design of Web pages for a better user experience
- Improved Search Engine Optimization (SEO) to rate higher on Google