

# Andy Li

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## EDUCATION

### The University of British Columbia

*Bachelor of Science in Computer Science and Math, GPA: 3.9/4.0*

Vancouver, BC

*Expected Graduation: May 2027*

- Coursework: software engineering, operating systems, networking, parallel computing, distributed systems.

## EXPERIENCE

### Amazon Web Services, Inc.

Vancouver, BC

*Software Engineer Intern*

*May 2025 – Sept. 2025*

- Led the integration of AWS Bedrock and RDS SQL Server, creating a natural way for users to use Bedrock in automated SQL Server pipelines, and shipped the feature on mainline behind a feature flag.
- Developed APIs in C# and Java for RDS IAM role integration and authentication to enable future AWS service integrations with SQL Server, eliminating multiple manual workflows.
- Wrote T-SQL scripts to monitor system tables and database metadata for feature usage and adoption metrics.
- Refactored internal developer tools for building and deployment to support new Windows programs and features.

### Incognito Software Systems

Vancouver, BC

*Software QA Engineer Intern*

*Sept. 2024 – April 2025*

- Developed 200+ tests in Java and TypeScript for multiple products, maintaining software and fixing 40+ bugs.
- Increased Jenkins pipeline uptime by 400% and reduced build times by 30% with a Docker-based architecture.
- Automated product deployment on Linux machines using Ansible playbooks, accelerating QA setup and testing.

### University of British Columbia

Vancouver, BC

*Undergraduate Teaching Assistant*

*July 2024 – April 2025*

- Led weekly labs for 90 students, earning a 4.9/5 average rating for engagement and overall quality of teaching.
- Guided 90+ students with developing event-driven Java, focusing on design, debugging, and core principles.
- Answered questions and lead weekly lecture activities and Q&A for 200+ students in large-section classes.

### UBC Game Development Club

Vancouver, BC

*Software Developer*

*Oct. 2023 – Dec. 2023*

- Designed and implemented a movement system and tile management system in Godot using C# and GDScript.
- Improved development workflow with UML diagrams, increasing efficiency and streamlining system structure.

## PROJECTS

### Rehabify | *Next.js, TypeScript, MediaPipe, WebAssembly, PostgreSQL, Gemini, Vapi* | [github](#)

- Awarded 1st overall at nwHacks 2026 among 600+ participants, and received funding from SFU VentureLabs.
- AI-powered physical therapy app with real-time form correction using webcam-based pose detection.
- Implemented client-side computer vision with MediaPipe Pose and voice AI with VAPI for instant feedback.

### Tower | *TypeScript, Python, SQLite, Raspberry Pi* | [github](#)

- Designed and implemented a distributed file synchronization and discovery tool for local networks.
- Used a Raspberry Pi as a central server to auto-save files and support automatic upload/download via a CLI.
- Stored metadata only for efficient indexing, with device-specific SSH keys ensuring secure file transfer.

### Simplified TCP Server | *C++, GDB, Make, Shell*

- Developed a TCP-like protocol using server with connection/disconnection handling and in-order packet delivery.
- Used C++ socket APIs to manage network communication across ports.
- Validated robustness via testing with GDB and shell scripts, with automated builds using Make.

## TECHNICAL SKILLS

**Languages:** C++, C, Go, TypeScript, Java, Rust, Python, SQL, MATLAB

**Frameworks & Libraries:** Flask, Express, React, React Native, JUnit, Playwright, Selenium

**Technologies & Tools:** CUDA, AWS, Kubernetes, Docker, Jenkins, Ansible, Linux, Git