

# Hanzi Li

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## EDUCATION

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### McGill University

Sept. 2021 - April 2025

Major Computer Science, GPA 3.91/4.0

### Launch Up

Dec. 2022 - Current

A long-term advanced software engineering program

## EXPERIENCE

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### ISoftStone - Software Engineer Intern

Aug 2023 - Aug 2023

Tech: React, Javascript, Tailwind, Rest API

- Developed a real-time NGINX and LB monitoring system using predictive algorithms to identify health of system health.
- Integrated the system into Huawei's existing infrastructure, providing actionable performance metrics and recommendations.

### 3RM - Software Engineer Intern

May 2023 - July 2023

Tech: Express, Jest, React, AWS, Typescript, GraphQL, MaterialUI

- 3RM is a company that empowers web3 teams with automated Telegram CRM for enhanced collaboration and productivity.
- Implemented the Kanban Board using DND library and a toggle to switch views as a contributor in the Pipeline View project.
- Created comprehensive unit tests for existing backend services, ensuring improved code quality and reliability.
- Resolved critical bugs, including a search functionality issue that crashes the app and alignment issues on card selection.
- Introduced 'Owner' and 'Status' fields to chat cards on Kanban Board, improving tracking and management of conversations.

### Bambee - Software Engineer Intern

Mar 2023 - June 2023

Tech: Vue, Builder.io, Nuxt, Typescript, NestJS, Prisma, GraphQL

- Bambee, a Series C startup, provides outsourced HR for small businesses, focusing on compliance and conflict resolution.
- Developed custom components and pages with BuilderIO, enhancing real-time edits and cross-department collaboration.
- Leveraged static site generation to cut load times by 50%, reduce FCP by 2-3s, and lower LCP by 9s for improved UX.
- Optimized performance metrics, resulting in lower bounce rates, enhanced SEO, and reduced advertising expenditure.

### Woshi - Software Engineer Intern

Oct 2022 - Jan 2023

Tech: React, Javascript, Tailwind, Gatsby, Bubble

- implemented a B2B CRM SaaS (a mobile-first React web app) that provides channel agonistic solutions to individual couches.
- Created responsive components, pages, and reusable UI that support new features like redemption and buy courses.

### Share Reality Lab - Software Engineer Intern

Dec. 2022 - Feb 2023

Tech: Javascript, Typescript, Web worker

- Volunteered in the IMAGE Haply team, working to enable practical end-user experiences (visual to haptic) for blind people.
- Assisted in the technical integration between the haptic rendering scripts and the browser extension.

## PROJECTS

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### QMaze

Aug 2022 - Sept 2022

Tech: Python, Godot, Qiskit, Blender, Numpy, Blender, GDScript

- created the first project that integrates Qiskit with Godot to develop a 3D interactive game.
- Utilized Qiskit and Numpy to implement quantum computing concepts of superposition and generate qubit and target states.

### Connect4

Aug 2022 - Sept 2022

Tech: React, Express, MangoDB, Mongoose, Tailwind, Typescript

- Developed an open-source collaborative platform for creating, following roadmaps, and engaging in community learning.