

Amanda Li

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HIGHLIGHTS OF QUALIFICATIONS

- Second-year Computer Science & Statistics student at University of Toronto with a 4.0 CGPA.
- Proficient in Python, Java, C#, and JavaScript/TypeScript.
- Experienced in delivering functional applications in team settings, demonstrated through projects and coursework.
- Fluent in English and Chinese, with strong written and verbal communication skills.

EDUCATION

University of Toronto

Toronto, ON

Bachelor of Science – Computer Science (Specialist/Major) and Statistics (Major) Sep. 2024 – May 2028 (Expected)

- **CGPA:** 4.0/4.0
- **Achievements:** Dean's List Scholar 2025, Rita F. O'Grady Scholarship Fall 2025
- **Co-op Program:** Arts and Science Internship Program (ASIP)
- **Relevant coursework:** Data Structures and Analysis, Software Design, Computer Organization, Software Tools and Systems Programming, The Design of Interactive Computational Media, Probability and Statistics I & II

PROJECTS

AI-Integrated Personal Portfolio | *Python, FastAPI, Next.js, PostgreSQL, pgvector* Jan. 2026-Present

- Designed and deployed a full-stack responsive portfolio website featuring an integrated conversational AI assistant using a Next.js (React) frontend and Python FastAPI backend.
- Implemented a custom Retrieval-Augmented Generation (RAG) pipeline using PostgreSQL (pgvector) for embedding-based semantic search, enabling efficient context-aware responses.
- Deployed production infrastructure using Vercel (frontend), Railway (backend), and Neon PostgreSQL, successfully configuring async workers and environment variables to support stable cloud deployment.

Girl Math | *Python, MongoDB, Gemini API, FastAPI* Jan. 30 2026 – Feb. 1 2026

- Deployed a FastAPI backend for an AI-powered, cloud-based math journaling iOS app focused on building confidence and reframing stereotypes around girls in STEM, within 36 hours for ElleHacks2026
- Designed MongoDB data models and APIs for secure, account-specific data storage, enabling personalized insights and real-time journaling.

Munchables | *Java, Git/Github, JUnit Testing Framework, Clean Architecture* July 2025 – Aug. 2025

- Engineered a social media application for food enthusiasts using Clean Architecture, improving modularity and enabling independent development and testing across layers for long-term scalability.
- Designed and implemented structured internal APIs and layered JUnit testing (entity, use-case, interface), resulting in improved modularity and increased code reliability.
- Collaborated in a team of 4, using pull requests, group meetings, and code reviews to communicate design decisions, resulting in consistent code quality and smooth feature integration.

Steam Game Recommendation Tool | *Python, Streamlit, Steam Web API* Feb. 2025 – Mar. 2025

- Collaborated in a team to develop a Steam game recommendation tool, implementing a weighted-graph algorithm and using Python, Streamlit, and the Steam Web API to generate personalized game recommendations.

VOLUNTEER EXPERIENCE

Peer Mentor July 18 2022 – Aug. 2025

Youth Assisting Youth

Richmond Hill, ON

- Planned and facilitated weekly outings with a mentee, creating engaging and meaningful experiences, and received the Ontario Volunteer Service Award from the Ministry of Citizenship and Multiculturalism.

TECHNICAL SKILLS

Languages: Python, Java, C, C#, JavaScript/TypeScript, SQL, R, Assembly

Frameworks & Development: React, Next.js, FastAPI, TailwindCSS, RESTful APIs

Databases & Cloud: PostgreSQL (Neon), MongoDB, pgvector, Vercel, Railway

Tools: Git, GitHub, Maven, JUnit, Streamlit, Unity, Figma