Chun Kit Li

QA Analyst I | Varicent Software Inc.

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Skills____

- ◆Computer Languages: HTML/CSS, JavaScript, Python, Java, SQL, MATLAB, R, C++
- ◆Software Development: Agile Development, Linux, Git, Jira

Work Experience_____

Varicent Software Inc.

QA Analyst I | Incentives - Client Team

- Execute and deliver critical hot-fixes for escalations and platinum client issues
- ◆Identify client regression, risk impact, and report potential production risks
- ◆ Provide essential support for monthly major release cycles
- ◆Validate **SQL** scripts through testing before execute to production environment
- Develop and maintain **Python** scripts to enhance automation testing efficiency
- Perform Rest API testing using Postman and custom Python scripts
- ◆Interact efficiently with the development team, cloud team, and customer support team

The Education University of Hong KongSept. - Dec. 2019IT Intern | Office of the Chief Information Officer - Student Administration Team

- ◆Transitioned the school system's data forms for over 13 500 users by using **Java**, **XML**, and **PL/SQL**
- •Helped writing technical documentation for the new system for future developers
- Researched and developed methods to increase development efficiency

Projects_____

Reliable Data Transfer Protocol

- ◆Used **Java** to implement **reliable data transfer protocol** between users via network emulator
- •Used **DatagramSocket** class to establish UDP connections between users and the network emulator
- ◆Implemented Packet class for users transfer data packets via UDP connections
- ◆Inherited Serializable class for Packet such that data packets can receive by user correctly
- ♦ Sender sends 30 packets to receiver and receiver will respond with acknowledgment messages
- •Sender re-sends packet after a period of time if it does not receive the corresponding message
- Network emulator will discard packets/messages from both sender and receiver by a set probability
 Inherited **Thread** class such that network emulator can be multithreading for sending and receiving

Socket Programming

- •Used Java to implement client and server programs for client to push/pull files to server via TCP sockets
- ◆Used Socket class to establish TCP connection between client and server
- ◆Client establishes a persistent TCP connection and sends a random available local port number to server
- Server establishes a non-persistent TCP connection using that random available local port number to client
- ◆Client pushes to/pulls from server via that non-persistent TCP connection

Education_____

University of Waterloo

- Honours Bachelor of Mathematics
- ◆Major in Computational Mathematics and Statistics with Computing Minor
- Relevant Coursework: Object-Oriented Programming, Algorithms, Data Structures, Machine Learning, Databases, Networks and Distributed Computer Systems, Applied Cryptography

Sept. 2016 - Jun. 2021

iving *Feb. 2021*

Mar. 2021

Sept. 2021 - Present