

Jack (Shu Hao) Li

shuhaoli.cs@gmail.com | linkedin.com/in/shuhaoli | shuhao.li | jackli.gg | github.com/shuhaoli

EXPERIENCE

Amazon

May 2018 – Present

Software Development Engineer II, **AWS SNS** | Vancouver, BC

Apr 2020 – Present

- Led the end-to-end design, cross-team development, and seamless launch of the PublishBatch API, enabling the onboarding of AWS SNS's largest customers, and now **serving multi-billion requests per day**
- Architected, implemented, and released a configurable message buffering solution to aggregate incoming customer messages, **eliminating tens of billions of internal SQS calls per day**
- Optimized the internal message fan-out mechanism by introducing batch processing, resulting in an infrastructure cost **savings of \$1M+ per year**
- Conducted **org-wide knowledge sharing sessions** with **50+ attendees** for high-level component architecture and low-level feature designs
- Provided mentorship and guidance to junior engineers, focusing on development of technical expertise to maximize their ability to deliver and contribute at their best potential

Software Development Engineer I, **International Technology** | Vancouver, BC

May 2018 - Apr 2020

- Led the cross-team design and development of a real-time financial data aggregation service with filtering and grouping capabilities, resulting in the successful launch of EU annual vendor negotiations with **100% negotiator adoption**
- Orchestrated a database migration from **DynamoDB** to **DDB+S3** to overcome size limit constraints, unblocking the annual vendor negotiations for **350+ vendors** and **improving update latency by 25%**
- Designed and developed a feature to aggregate and display financial data for vendors with indirect manufacturers, enabling Amazon negotiators to conduct negotiations with **400+ vendors** representing **60% of total CE revenue** in EU

Software Development Engineer Intern, **International Technology** | Vancouver, BC

Sept 2017 – Dec 2017

- Designed and developed a **Java** CLI tool for the systematic and repeatable modification of accounting business logic configuration files, successfully transforming **400,000+ lines in 3800+ files** for Amazon's Pan-EU expansion

PROJECTS

Chessle

Feb 2022 – Present

- Created a daily chess opening guessing game inspired by Wordle, using **JavaScript, HTML, and CSS** for the frontend, and **Python** for the backend hosted on **AWS LightSail**
- Peaked at **over 25,000 daily active players** including world-renowned grandmasters and public figures
- Formulated an algorithmic solution in **Python** to automatically generate a database of **400+ viable chess openings**, coupled with a mechanism to pseudo-randomly select future openings based on similarity to previously selected ones

Hikaru and GothamChess Tell You to MOVE

Oct 2021

- Created a customizable time management browser extension for online chess players using **JavaScript, HTML, and CSS**
- Published on the Chrome Web Store and Firefox Add-Ons Store with **over 16,000 total installs** including prominent chess streamers

EDUCATION

University of British Columbia

Sept 2013 – May 2018

BSc Combined Major in Computer Science and Statistics

Vancouver, BC

- Completed internships at Visier (2017), Trusense (2016), and Paragon Testing (2015) as part of the Co-op program
- Graduated with Distinction, and on the Dean's List

TECHNICAL SKILLS

Languages: Java, Python, JavaScript, SQL, HTML/CSS, TypeScript, Ruby, Scala, C++
Cloud: AWS SNS, SQS, DDB, S3, Lambda, Kinesis, EC2, CloudFormation, Lightsail
Frameworks: Node.js, React, Angular

INTERESTS

Activities: Running, Boulderling, Badminton, Ping pong
Things: Keyboards, Cars
General: Strategic/tactical team-based and solo games, Content creation