

Xiang Li

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🐙 <https://github.com/samsara138> 📅 01/09/2000

Professional Summary

Experienced software developer with a strong background in IT and a keen interest in cybersecurity. Committed to continuous learning and growth.

Work Experience

- | | |
|---------------------------------------|--|
| 08/2023 – present
Victoria, Canada | Software Developer
<i>Hololabs Studio Inc.</i>
Partake in multiple Unity projects, including <i>Mario Kart: Bowser's Challenge</i> .
Also experienced in full-stack development, working with Go and React, along with some automation.
Currently undertaking office IT and security setup. |
| 01/2022 – 08/2023
Victoria, Canada | Junior Game Developer
<i>Hololabs Studio Inc.</i>
Designed and implemented gameplay features for SkyHaven ☑ in Unity
Developed backend structure and data automation systems |
| 05/2020 – 08/2020
Victoria, Canada | VR/Software Developer
<i>Infusion Edutainment</i>
Developed and tested 3 VR games with an online multiplayer feature
Mainly utilized the Unity engine and HTC VIVE hardware |

Certificates

- | | |
|---|---|
| CS50W: CS50's Web Programming with Python and JavaScript ☑
<i>Entry level web development with Django</i> | CompTIA Security+ ☑
Entry level cyber security training |
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Education

- | | |
|---------------------------------------|--|
| 09/2018 – 04/2023
Victoria, Canada | Computer Science
<i>University of Victoria</i> |
| 01/2023 – present | Try Hack Me
I had persistent and scheduled learning path on the TryHackMe platform |


Volunteer Experience & Community Engagement

05/2021 – 04/2022	UVic student senate Engaged in discussion bi-weekly and decision making of university policies
01/2019 – 01/2022	UVic Virtual Club President Team-leading and managing, Developed 4 VR/AR projects with Unity with HTC VIVE and Hololens

Projects


PopcornShell

A Python reverse shell for Windows that hides itself, adds to startup, uses secure sockets for communication, executes remote commands, captures screenshots, and transfers files.

Project Github: <https://github.com/samsara138/PopcornShell> 

Attack simulation on QoS structure

Collaborated with a team of three to simulate a network topology using Mininet. Implemented packet queueing policies with Linux tc and used Python to simulate TCP traffic. Simulated various attack vectors and analyzed their effects with Wireshark.

Project GitHub: https://github.com/Russell-Waterhouse/CSC466_Simulation/ 

MacroMaker

A versatile tool for creating and executing computer macros, allowing users to record and replay mouse and keyboard actions with an assembly-like data structure to program complex behaviors based on screen status and previous conditions.

Project Github: <https://github.com/samsara138/MacroMaker>