ZIYU(AMOUS) QIU

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OBJECTIVE

Computer Science Student graduating in 2021 April.

EDUCATION

Bachelor of Computer Science   Expected April 2021
*D*alhousie University
GPA: 3.75/4.3

Certificate in Artificial Intelligence and Intelligent System

Bachelor of Computer Science   September 2016 - January 2018
*N*anjing University Jinling College

AWARDS

Dean's List	17/18 Summer
Sexton Scholar	18/19 Fall
Sexton Scholar	19/20 Fall

SKILLS

Programming Language	C,C#,C++,Java,Python,Swift,JavaScript,PHP,.Net
Software	XCode,Android Studio,Unity,Visual Studio,VScode
Operating System	Linux,Windows,MacOS

EXPERIENCE

Junior Programmer (Co-op)   April 2019 - August 2019
Ubisoft Halifax Entertainment Inc.   *Halifax, NS*

- Implemented a multi-ending game maker that allows users to create their own multi-ending game using the art they made in the drawing board. Worked on the backend and the interface.
- Set up an Ubuntu-based EC2 instance on AWS and installed and configured: Apache, MySQL, PHPMyAdmin.
- Developed an asset management database using MySQL and PHP

App Developer   Jan 2020 - Present
immediaC   *Halifax, NS*

- Web Development with Microsoft .NET Core Technologies, using languages such as C#, SQL, HTML, Javascript, and Linq. Part of a development team that worked on sites such as ExperienceFunding, ISANS, CKC and etc.
- iOS App Development with Swift and SwiftUI in the XCode.
- Client Communication Skills were developed working with team members to gather and understand requirements

Translator   September 2017 - Present
Maksim Mrvica China Fans Association   *Remote work*

- Translated written and audio materials about Maksim Mrvica
- Updated event and ticket information, Instagram content and stories about musicians on Facebook. Link: Facebook Homepage

PROJECTS

Unity Assets API (AWS, Apache, PHP, MySQL, HTML)

- Developed a RESTful API in PHP and MySQL. The API functions as a management system to facilitate uploading, downloading and browsing of various game related assets.
- [Github Repository](#)

John Player (Unity3D, C#)

- Developed a Super Mario style game inspired from a music video, with art supplied by a friend who is an art's major.
- [Game Video Record](#)

MVVM SwiftUI (XCode, Swift,SwiftUI)

- Developed a Swiftui Project with MVVM structure interacting with nested JSON data
- [Github Repository](#)

Game Jam 2018 (Unity3D, C#)

- Developed a 3D game using Unity and C# with 4 teammates in 2 days and won the "Easter Eggs" award.
- [Github Repository](#)

To Do List (Unity3D, C#)

- Developed a to-do list app using C# and Unity for Android Platform. The data is synchronised to a server which can be accessed by another bash I made in Linux system and show on my desktop.
- [Github Repository](#)

Math Calc (Java)

- Developed some programs for calculating some simple mathematic problems.
- [Github Repository](#)

RESEARCH EXPERIENCE

Research Project May 2020 - July 2020

Supervisor: Dr. Malcolm Heywood

- The objective of this research project was to investigate to what degree machine learning algorithms designed for streaming data are able to provide useful information on behaviors present in network data.
- Implemented statistical methods for significant testing, experimental design, as well as practical trade-offs of deploying different ML methods.

Research Project September 2020 - Present

Supervisor: Dr. Malcolm Heywood

- This research project investigated the application of the TPG framework under discrete and real-valued actions to additional well-known control problem
- Implemented python TPG code for completing the tasks in OpenAI environment (Mountain Car,Hopper, Walker).