Yuelin Liu

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EDUCATION

Bachelor of Computer Science Honors, Co-op Option   **September 2019 – Present**

Mobile Computing Stream, Minor in Statistics

Carleton University, Ottawa, ON

- Third year standing, 11/12(A)
- Entrance scholarship, 2019
- Dean's Honor List, 2019-2020
- Expected Graduation Date: April 2023

AVAILABILITY

Available for 4, 8, 12 or 16 months beginning May 2021

Languages

Python, Java, C, Android Studio, X code, HTML, CSS, Javascript, Node.js, Express.js, REST APIs, Mongoose, Pug, Git, R

WORK EXPERIENCE

Teaching Assistant   **September 2020 – December 2020**

Carleton University, Ottawa, Ontario

- Held office hours each week to answer student's questions in COMP 2804 – Discrete Structure II to help them have a better understanding of the course material
- Graded assignments and wrote feedbacks to let students know where they made a mistake
- Helped students with their assignments by clarifying each question and leading them to some of the proofs of the questions

Technical Skills

- Created a web application that is similar to the internet movie database which supports users to register, login, logout by implementing session, allows users to search for movies by title by using REST APIs, supports them to add movie links to the movie database by implementing mongoose, and provides similar movies to the users. This project is done by using html, css, JavaScript, node.js, express.js
- Programmed an examination that takes the images and attempts to determine whether the conveyor belt is broken by using java, recursively reduced the time to find the broken part
- Built a graphical user interface to simulate an electronic store that sells stock and shows user the most popular items by implementing model/view/controller paradigm in java to enhance the user experience
- Wrote a program that models a chess game and assesses who is winning by using two-dimensional list and nested loops in python
- Created a program that uses pygame to perform a chroma-keying operation to merge two images by overlaying a semi-transparent image of the ghost on top of the background, centered at a point defined by the user
- Developed a program in C in the Ubuntu Linux environment that uses multi-threaded programming techniques and a character-based graphics library to simulate a race between a tortoise and a hare to make their way up the mountain in randomized moves and let dorcs that are randomly generated from the top of the mountain to attack them

Communication Skills
- Mentored a first-year female Computer Science student by helping her to transition from high school to university, guiding her through study tips, extra-curricular activities and internships to navigate her future directions
- Collaborated with four team members to discuss html and CSS styles that are related to the course and wrote a summary in order to have a deeper understanding of the course content
- Answered students' questions while holding office hours to make the points that students are confused about clear as a teaching assistant

APPLIED PROJECTS

Designer   **September 2020 – December 2020**
Movie database website
- Created a web application that's similar to the internet movie database by using html, css, javascript
- Built a server by using node.js and express.js to serve my website and deployed my application to OpenStack to test it
- Utilized template engine(pug) to produce dynamic web pages by giving users different home pages
- Used REST API to support routes and parameters by interacting clients to create/read/update/delete resources
- Created log in/out and identified the user by using sessions to persist state information between page requests

Designer   **January 2020 – February 2020**
Tic Tac Toe App
- Made beautiful GUI buttons to attract users by using Android Studio
- Enforced the rules of the game and decided whether the game has been won or it is ended in a draw to ensure the game is fair
- Automated the game so that users can fight with the computer to increase users' playing time
- Conducted a presentation on the algorithm of the project to a non-technical audience to help him comprehend the principle behind the game