

# Charley Liu

+1 (613) 227-8548 | [charleyliu716@gmail.com](mailto:charleyliu716@gmail.com) | [linkedin.com/in/charleyliu-uo](https://www.linkedin.com/in/charleyliu-uo) | [www.charleyliu.ca](http://www.charleyliu.ca)

## EDUCATION

---

### University of Ottawa

*Bachelor of Science in Computer Science (CO-OP)*

Ottawa, ON

Sep. 2022 - Dec. 2026

- **GPA:** 10.0/10.0
- Participated at **Hack the Hill**, an in-person hackathon held at the University
- **Programming Coursework:** Python & Java

### Centennial C.V.I

*Ontario High School Diploma*

Guelph, ON

Sep. 2018 - Jun. 2022

- Grade 12 Average: 94%

## PROJECTS

---

**Personal Website:** [www.charleyliu.ca](http://www.charleyliu.ca) (for additional projects)

**File Share** | *HTML, CSS, JavaScript, ReactJS, Git, Github, Netlify*

Mar. 2023

- Helped create a web application that lets users share files using **WebRTC P2P** connections
- Collaborated with 2 other like-minded individuals during a **hackathon** to complete the project in 36 hours
- Used **Github** and **Git** branches to work on different parts of code simultaneously

**Expense Tracker** | *HTML, CSS, JavaScript, ReactJS, JSON, Netlify*

Nov. 2022 - Feb. 2022

- Created a simple CRUD web application using the **React** JavaScript library
- Utilized `json-server` and `localStorage` to store expense data
- Deployed the web application on **Netlify** using a **Github** repository
- Implemented efficient navigation among various pages using the **React** Router Library

**Maze Solver** | *HTML Canvas, CSS, JavaScript, Git, Github Pages, Algorithms*

Nov. 2022 - Jan. 2022

- Created a web application that allows users to build, generate, and solve mazes
- Implemented various pathfinding and maze generation **algorithms**
- Utilized **HTML Canvas** to display and update the maze
- Deployed and tested the web application on **Github Pages**

**Minesweeper** | *Java, Swing & AWT*

Jan. 2021 - Feb. 2021

- Programmed a clone of Minesweeper that can be played on any machine with Java installed
- Designed a simple GUI and game interface using the **swing** and **AWT** java packages
- Added the ability to customize games with a set number of rows, columns, and mines

## LEADERSHIP

---

### Computer Science Club Executive

Sep. 2021 - Jun. 2022

*Centennial C.V.I*

Guelph, ON

- Coordinated & hosted weekly events with other club executives
- Created & published online resources for club members regarding data structures & algorithms
- Helped foster a community of high students with interests in Computer Science

## AWARDS

---

### Waterloo CEMC CCC Distinction Award

Feb. 2022

*Canadian Computing Competition Senior Division*

Guelph, ON

- Competed in a national programming competition with **3,256** high school students
- Implemented various **data structures and algorithms** in order to solve unique problems in Computing
- Completed the competition with a score in the **top 25%** of all students

## TECHNICAL SKILLS

---

**Programming Languages:** Java, Python, JavaScript, HTML, CSS, Arduino, RobotC

**Frameworks:** Node.js

**Developer Tools:** VS Code, Git CLI, Netbeans, Pycharm, Heroku, Github, Github Desktop