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Evan Liu

Engineering Physics Co-op Student | 604-603-9712 | LiuYiEvan@gmail.com
https://github.com/evanyl/

SKILLS

Software Java, Java Spring Boot, JavaScript, React.js, MySQL, AWS, Git, Matlab, C++

RELEVANT EXPERIENCE

Software Team Member - UBC Open Robotics Design Team, Vancouver **Sept 2020 - Present**

- Programming a piano-playing robot using C++ with Arduino.
- With a team, wrote specification and an associated UML chart for the code using OOP concepts to assist with project management, and ensure maintainability.
- Fixed a hand-pathing bug which stopped the program by redesigning the algorithm for processing song data.
- Employed a test-driven development approach to increase correctness in software, and ease of debugging.

TECHNICAL PROJECTS

RunSocial - http://runsocial.tech/ **November 2020**

- Created a website for users to log their running data using React, Spring Boot, and MySQL.
- Developed a REST API using Spring, allowing users to perform CRUD operations.
- Utilized a MySQL database to store user and workout information.
- Developed the front-end using React and Bootstrap to consume the API.
- Deployed the front-end, back-end, and database using AWS.

Image Processing Library **Sept 2020 – October 2020**

- Implemented an image processing library to perform a green screen, and align text using Java.
- Worked with Git to organize work among two group members and manage version control.
- Leveraged JUnit to follow a test-driven development process.

Brick Breaker Web Game - https://evanyl.github.io/ **July 2020**

- Developed a Brick Breaker game using JavaScript.
- Utilized OOP principles to improve organization, readability, and ease of development within the project
- Created abstract data types to represent the different game objects.

EDUCATION

The University of British Columbia **Sept 2019 - May 2024 (expected)**
Engineering Physics, BASc
Cumulative Average: 93.8%
Relevant Coursework: Software specification and testing, Abstract data types, Object-orientated design,