Nian Liu

2B Computer Science | ID: 20562478
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TECHNICAL SKILLS

PROGRAMMING LANGUAGES

PRIMARY
C/C++, C#, JavaScript, Bash

FAMILIAR
Java, Python, CSS, HTML

OTHER LANGUAGES
JSON, XML, UML

LIBRARIES AND APIS
XNA Game Studio, NUnit, Seleniuim WebDriver, JQuery, Newtonsoft.Json

APPLICATIONS
SQL Server Management Studio, Photoshop, Office 365, Subversion, Atlassian Products

OPERATION SYSTEMS
Microsoft Windows, Mac OS

EDUCATION

UNIVERSITY OF WATERLOO
CANDIDATE FOR BACHELOR OF COMPUTER SCIENCE

Step. 2014 - present
Waterloo, ON

RELEVANT COURSES

COMPUTER SCIENCE
Computer Organization & Design
Data Structures & Data Management
Elementary Algorithm Design & Data Abstraction
Foundations of Sequential Programs
Logic and Computation

MATHEMATICS
Intro to Combinatorics
Linear Algebra
Statistics

OTHER INFORMATION

LINKEDIN
www.LinkedIn.com/in/GarryLiu

GITHUB
GitHub.com/GarryLiuN

WEBSITE
GarryLiuN.GitHub.io

WORKING EXPERIENCE

SOFTWARE DEVELOPER/ANALYST | TRAPEZE GROUP
January 2016 - April 2016| Mississauga, ON

- Worked on Novus platform, an enterprise-level web software system for public transit, closely with core Research and Development Team.
- Improved and extended test framework for Novus using Selenium and NUnit with C# language.
- Implemented functionaries including database management, data-driven-test generation and failure log into the test framework.
- Discovered and investigated several bugs and defects in product-level applications.
- Assisted co-op colleague with Java and JavaScript web development

OFFICE 365 DEVELOPER | 2toLead
May 2015 - August 2015| Remote

- Worked on proof of concepts of utilizing Microsoft Graph in Sharepoint.
- Investigated the capability of Microsoft Graph service.
- Created Sharepoint JavaScript web parts with Microsoft Graph REST service with AJax calls.
- Utilized Graph data to indicate employee's performance

PROJECTS

CC3K | A ROGUE-LIKE TERMINAL GAME IN C++
December 2015 | University of Waterloo

- Designed the whole architecture for the project.
- Applied MVC, Decorator and Visitor design patterns.
- Created an UML of design.
- Implemented start menu with ASCII arts.
- Guarantees the game is memory-leak-free and exception-free.

SHAREPOINT QUEST | A SHAREPOINT MANAGEMENT WEB APP
August 2015 | 2toLead

- Sharepoint web part for users to post and check quests.
- Built a Sharepoint customize list to store user quest data.
- Utilized Microsoft Graph to automatically check quest status.

POKEMON BATTLE | A POKEMON THEMED 2-PLAYER GAME IN C#
December 2013

- Used XNA Game Studio 4.0 Framework.
- Implemented sprite action animations , game music and sound effects.
- Offered two input options include keyboard and Xbox controller.

GRANTS AND AWARDS

PRESIDENT'S SCHOLARSHIP
UNIVERSITY OF WATERLOO | 2014
$2,000 entrance scholarship for achieving admission average 90% - 94.9%.

CANADIAN COMPUTER COMPETITION
UNIVERSITY OF WATERLOO | 2014
Ranked in the top twenty-five percent of contestants.