

Nian Liu

3B Computer Science | ID: 20562478
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TECHNICAL SKILLS

LANGUAGES

• C# • C/C++ • JavaScript • CQL(Cassandra) • SQL • Java • Python • Bash

LIBRARIES AND APIS

• Angular 1 • ASP.NET • Entity Framework • JQuery • MVC Framework • Newtonsoft.JSON • NUnit • Selenium • Swagger
 • Typemock • XNA Game Studio

APPLICATIONS

• DataStax DevCenter • IIS • Jira • Perforce • Postman • SQL Server • Subversion • TFS • Visual Studio

WORK EXPERIENCE

NVIDIA | Grid Cloud Software Engineer

May 2017 - August 2017 | Santa Clara, CA, U.S.A

- Worked on NVIDIA Entitlement System, a web service that manages user information for NVIDIA GeForceNow
- Created and maintained RESTful API endpoints and web portal UI
- Implemented and maintained an authentication service using the OAuth standard for the whole solution ecosystem
- Utilizing Cassandra database for fast access to reduce service latency
- Created unit and integration tests for existing and new features

BDO IT SOLUTIONS | Junior Consultant and .NET Developer

September 2016 - December 2016 | Mississauga, ON, Canada

- Worked on MMS, a cloud-based multi-tenancy web application
- Utilized Microsoft technology stack; including MVC Framework, Entity Framework and MS SQL
- Implemented, stabilized and refactored several features to improve performance
- Deployed and maintained QA testing site
- Assisted off-shore development team with technical problems and client requirement explanations

TRAPEZE GROUP | Software Developer/Analyst

January 2016 - April 2016 | Mississauga, ON, Canada

- Worked on Novus platform, an enterprise-level web software system for public transit
- Improved and extended test framework for Novus using Selenium and NUnit with C#
- Implemented functionality including database management, data-driven-test generation and failure-log into the test framework
- Discovered and resolved several bugs and defects in product-level applications
- Modified and converted applications UI to fit newer version of platform

2TOLEAD | Office 365 Developer

May 2015 - August 2015 | Remote, Canada

- 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

PROJECTS

CHAMBER CRAWLER 3000 | A ROGUE-LIKE TERMINAL GAME IN C++

December 2015 | University of Waterloo

- A terminal rogue-like game project fully implemented in C++, that offers multiple player characters and abilities
- Took responsibility of designing the architecture of game
- Applied MVC, Decorator and Visitor design patterns
- Created an UML that explains the relationship between classes and inheritance tree to team

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

December 2013

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

EDUCATION

UNIVERSITY OF WATERLOO | September 2014 – present | Waterloo, ON, CANADA

CANDIDATE FOR BACHELOR OF COMPUTER SCIENCE

- Expected Graduation: June 2019