

# Ivon Liu

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👤 IvonLiu

## Skills

### LANGUAGES

Java  
JavaScript  
Node.js  
HTML/CSS  
Python  
Swift  
C  
Perl

### TOOLS

Git  
Android SDK  
Android Studio  
Xcode  
Parse  
Firebase  
AngularJS  
Express.js  
Flask  
MongoDB  
Jupyter

## Education

Moscrop Secondary School  
High School 2016

Stanford Pre-Collegiate Summer Institutes  
Artificial Intelligence 2015

### MOOCs

Programming Mobile Applications for Android Handheld Systems (University of Maryland)  
Pattern-Oriented Software Architectures: Programming Mobile Services for Android Handheld Systems (Vanderbilt University)  
Programming Cloud Services for Android Handheld Systems (Vanderbilt University)

## Experience

### JimPath

Founding Member & Software Developer

Burnaby, BC  
Oct 2014 to Current

- Founded sharing services startup that provides customized local services for international tourists
- Contributed to formulation of business model
- Developed up to 40% of user-facing application
- Core designer of UI/UX
- Ensured conformity to modern design guidelines (Material Design)

### Moscrop App Committee

Founder & Lead Developer

Moscrop Secondary School  
Mar 2014 to Current

- Created Moscrop Secondary's official app
- Connected school community by providing real-time club news, daily newsletters, events, and a detailed staff directory
- Delegated tasks to team members specializing in specific areas
- Supervised development in all areas

### D-Wave Systems

Engineering Intern

Burnaby, BC  
Aug 2015 to Aug 2015

- Increased accuracy, efficiency, and functionality of automated cryogenics testing robot
- Demonstrated ability to quickly learn and utilize unfamiliar programming languages

## Projects

### Pedometer

Low-powered pedometer app that uses the hardware step counter API introduced in Android 4.4 KitKat. This app was one of the first apps to implement this new battery-saving API.

### Flashlight

Efficient and user-friendly flashlight app with 30000+ users and customer satisfaction of 4.6/5 stars.

### sNNake

Snake AI controlled by an artificial neural network

### Qube Field

VR simulation where user navigates through a field of cubes. All 3D rendering was done with our own projection algorithm. This was created with my team during nwHacks 2016.

## Volunteering

### Math Potentials · Teaching Assistant

Dec 2013 to Current

- Enhanced grade 5-9 students' understanding of challenging new mathematical concepts
- Provided one-on-one help with students for difficult problems
- Proactively recognized students' needs to provide corresponding support

## Awards

College Board · AP Scholar with Honor

Aug 2015

CEMC · Fermat Contest, 8th in Canada

Feb 2015