

Ivon Liu

✉ me@ivonliu.com
🌐 http://ivonliu.com
☎ (778) 882-5796
👤 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

Burnaby, BC
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