Johnny Liao

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Education

University of British Columbia   **Sep 2018 — Jun 2022**
- Bachelor of Science, Computer Science and Statistics Combined Major

Hackathons

ALIGN – React, MongoDB, Google Maps API, Twilio   **May 2020**
- Align is a web-based application that allows grocery stores to better control the number of people within the store while reducing the number of people waiting in line by implementing a virtual queuing system. In light of the COVID-19 pandemic this is a solution to the dangerously long line-ups grocery stores have to deal with.
- Using the Google maps API, created a mapping tool that allows users to easily search up the nearest grocery stores they want to virtually queue up to.
- Using MongoDB, stored information on all people who queued up and ran a script every minute with Cron ensure users are notified as soon as possible through text using Twilio.

TALKATIVE – React Native, Javascript   **Nov 2019**
- Talkative is a natural language processing app built for non-English speakers to practice proper pronunciation, serving as a 24-hour teaching assistant that fits in your pocket.
- Using the Speechace API, real time audio could be analyzed, and pronunciation and fluency could be assessed. This information would be displayed to the user in the form of a percentage on how accurate he/she was at pronouncing the phrase/word.

CLASSIFY – Javascript   **Jan 2020**
- Large corporations like Best Buy lose millions of dollars annually dealing with mis-categorization in their marketplace. Classify solves this issue by utilizing a machine-learning model that accurately categorizes a product with just a picture.
- Using Imagga's machine learning API, I helped train a model to analyze popular products on Best Buy. Classify takes an image and breaks it down assigning key words to it. Our application then sorts the product based on these key words into the proper category on Best Buy's website.

Projects

Pokedex – React, Javascript   **May 2020**
- Created an online resource that parsed data from the Poke API on over 800 Pokemon. Acts as a resource for Pokemon fanatics.
- Used asynchronous functions to load data to improve efficiency of web application.
- Implemented loading animations and error checks to detect when too many API requests were made and to display the error on the front-end.

Battle Simulator – Java, Junit, JavaFX   **May – Jul 2018**
- A text-based recreation of battle portion of Pokemon. Application is a turn-based battle simulator against a CPU built with a randomizer. User can pick moves that have varying damage outputs and accuracy to try to defeat the opponent.
- Implemented music files to add background theme to mimic the original Pokemon game.

Relevant Work Experience

Kids Code Jeunesse   **Apr 2020 – Present**
- Spearheading development of my community's first code club for elementary students.

Work Experience

UBC Recreation Operations Staff   **Aug 2019 – Present**
- Assist customers who are interested in using UBC's facilities and manage all recreation related sales.

Technical Skills

Languages: Java, Python, Javascript, C, C++, HTML, CSS, R
Libraries: JavaFX, React
Databases: SQL, MongoDB
Other: REST, Postman, Window