

LAURENCE LIU

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 laurenceliu.co

Education

University of Toronto

Mississauga, ON

Third Year Computer Science and Information Security, 3.67 CGPA

Sept. 2022 - June. 2026

- **Awards:** University of Toronto Dean's List Scholar
- **Relevant Course Work:** Software Tools and Systems Programming, Artificial Intelligence, Algorithm Design Analysis, Theory of Computation, Probability and Statistics, Information Security

Skills

Technical: Python, Javascript, CSS, Java, HTML, C#, C, Bash, SQL, React JS, Typescript, Node.js, Vue, Assembly

Languages: English(Proficient), Mandarin(Proficient), French(Basic)

Experience

BreakKconnect

Toronto, ON

Front-end Developer Intern

April 2024 - August 2024

- Worked with a team of four developers to create a responsive and interactive web page using HTML/CSS, Vue and Typescript that is automatically emailed to event organizers upon event creation. The web page guides over 5000+ users through navigating and utilizing the Breakkconnect platform effectively, greatly enhancing user experience.
- Developed an automated QR code generator using Python that creates unique QR codes for event organizers. This provides attendees with easy access to an event page, improving event accessibility.
- Provided user support by identifying and resolving over 80% of unhandled errors in production stage using BugSnag.

Anutio

Toronto, ON

Full-stack Developer Intern

January 2024 - April 2024

- Developed and integrated more than 20 backend API calls to Facebook and Instagram to allow user analytics retrieval.
- Implemented REST APIs to dynamically fetch and display user analytics, connecting the backend to the front end.
- Documented technical specifications and dependencies of frontend and backend code base.

Fintech UTM

Mississauga, Ontario

Tech Executive

September 2023 - April 2024

- Worked on frontend development creating FinTech website using JavaScript, React, HTML and CSS.
- Created and maintained 50+ unit tests for the FinTech Website.

Projects

Multiplayer Server Application | C, Bash

April 2024

- Built a multiplayer game in C that handles concurrent client connections using POSIX sockets on the TCP server.
- Implemented matchmaking, connection handling, data transmission and I/O multiplexing for multiple connections.

Pokemon RPG | Java, JavaFX, Git, Google Cloud APIs

Nov 2023

- Followed OOP Principles to create an immersive pokemon game where players can explore different areas, talk to in game character, catch pokemons and fight gym battles.
- Created UML/CRC diagrams and used the singleton, observer and mediator design patterns.
- Utilized agile practices, held scrum meetings and created user stories, to design and deliver application in 6 weeks.
- Created user-friendly GUI and implemented accessibility features such as screen reader functionality.

Data Compression Program | Python, Huffman Algorithm, OS library

April 2023

- Designed and implemented Huffman coding algorithms for data compression and decompression.

Additional Experience

7WC Game Jam

2020

- Won First Place with 3D First Person Shooter Game.
- Skills: Unity Game Engine, C#, 3D Development

Believe Leadership Executive

September 2021 - January 2022

- Researched and developed a community project aimed at addressing transportation issues within Windsor, Ontario in partnership with other community leaders.