

Felix Liao

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SUMMARY OF QUALIFICATIONS

Languages: Python, TypeScript, JavaScript, C++, C, Java, Rust, SQL, Dart, HTML, CSS, Bash, R

Tools & Technologies: React, NumPy, TensorFlow, Node.js, Flutter, Django, Next.js, Bootstrap, MUI, Git, Jira

WORK EXPERIENCE

Full Stack Developer | *BluRoot Inc.* — Toronto, ON

(January 2023 – April 2023)

React · TypeScript · Redux

- Engineered **2** insurance policy management app extensions with features such as storing and comparing multiple policies, uploading documents, and automating actions upon updating policies
- Reduced** software rendering time from **~2 seconds** to **~0.2 seconds** by **optimizing** the usage of a **state machine** and by implementing Redux patterns
- Generated an **expected ~2.5% additional revenue** and gained **50+ new clients** from the extensions
- Managed projects** by improving on initial designs, planning sprints, and performing quality assurance tests

Full Stack Developer | *WSIB Innovation Lab* — Waterloo, ON

(May 2022 – August 2022)

React · Dart · Flutter · JavaScript

- Built a mobile app to submit insurance claim forms with a team of 6 developers in an **Agile** environment
- Spearheaded** the planning and development of features such as navigation, animations, UX, and the connection to the backend REST API
- Optimized** codebase by enforcing a consistent and **modularized** coding style teamwide, which led to an **80% decrease** in loading times
- Improved the company website with React by implementing **responsive** app design principles

NOC Analyst | *Compugen Inc.* — Richmond Hill, ON

(May 2021 – August 2021)

HTML · CSS

- Analyzed support tickets and system alerts to delegate tasks to other team members accordingly
- Reviewed company website code, fixed bugs, and made UX/UI improvements

PROJECTS

journal4me | **Hack the North 2022** | **Won 2nd for best use of NLP**

[Live Site](#)

React · Javascript · CSS · Bootstrap

- Developed a voice-to-text journaling web app using **AI libraries** and an **NLP machine learning** program to summarize and classify the mood of each entry
- Engineered the project architecture and built the frontend with Bootstrap to display a menu, user controls, and an interactive mood calendar

Badminton Tryout Tracker

Java · OOP

- Developed an app to manage badminton tryouts with a scoring system to rank players based on various statistics, sorting views to display different ways to rank players, and classes to store player profiles
- Implemented an **object-oriented** approach to manage player information to help evaluate the player's skill level

Chess Team Project

C++ · OOP

- Built a command line chess game using **object-oriented** programming and design patterns
- Created multiple computer player difficulties with various movement generation methods

EDUCATION

Candidate for Bachelor of Computer Science — *University of Waterloo*

(September 2020 – April 2025)

Relevant Courses: Algorithms and Data Structures, Object Oriented Development, Artificial Intelligence, and User Interfaces