ALLAN LIU

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EXPERIENCE

ACD Systems

Quality Assurance Analyst Intern   May/2019 -Dec 2019

- Identified and documented defects, questionable functions, and inconsistencies in software
- Worked with Engineering to establish and verify benchmarks for program efficiency in operating and response time
- Recommended modifications and additions to features of software being tested
- Communicated with teams from different countries and time-zones

BC Cancer Agency – Genome Sciences Center

Client Support Technician Intern   Sep/2017-May/2018

- Worked with Systems team to troubleshoot computers, applications, and research equipment
- Worked in agile team environment
- Launched company phishing and security awareness campaign

BattleSnake

Hackathon Competition Contestant   Sep/2017

- Worked with a team of students to create a web-based Artificial Intelligence (AI) for the arcade game, *'Snake'*
- Effectively communicate with teammates, and troubleshoot programming errors with minimal supervision
- Identify, approach, and solve problems systematically in an optimistic manner
- Extensive use of version control and repository hosting services with *Git* and *Github*

EDUCATION

University of Victoria

Bachelor of Science with Software Systems Option, Computer Science   Dec/2013-Apr/2020

PROJECTS

Vancouver Housing, *D3, JavaScript, HTML, CSS, GeoJSON*
- A data visualization on the Vancouver housing market using datasets from Census Canada

Day Trading Inc., *Python, Docker, Flask, PostgreSQL, Psycopg2, RabbitMQ*
- A data visualization on the Vancouver housing market using datasets from Census Canada

Boids and Animation, *Unity, C#*
- An interactive 3D game rendered using the Unity engine. Terrain generation using Perlin noise, day/night cycle, and boid animation