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| **Minghao (Kelvin) Liu**  [**922lmh922@gmail.com**](mailto:tao@taosu.net)  [**http://www.minghliu.com**](http://www.minghliu.com) | +1 (778) 3899-010  327-6335 Thunderbird Crescent |
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| **Technical Skills** | **Languages:** C/C++/C#, Java, Python, Javascript, PHP | |  | |
| **Databases:** MySQL, Cassandra | |  |
| **Tools/Software:** Bash, Vim, Git, Docker, Vagrant, Gradle, Visual Studio, Eclipse, Intellij | |
| **Platforms/Frameworks:** Spring, Laravel, Django, Android, Hibernate | |
| **Work Experience** | **Activision**  *Software Developer Intern*   * Implement server-side APIs for game studios * Collaborate with developer teammates within an agile model with 2-week sprints, daily SCRUM meeting and JIRA tickets * Rewrite legacy code for better performance and scalability * Upgrade system test framework for a more automated testing environment * Analyze error logs after each deployment and write deployment reports * Communicate with Tencent and investigate issues they encounter * Do code reviews for each pull request and discuss feature request with other Dev teams * Discuss technical issues and brainstorm solutions during weekly team meeting | | 09/2015 - 04/2016  Vancouver, BC |
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| **Education** | **The University of British Columbia** | | 09/2013 – 05/2017  (Anticipated)  Vancouver, Canada |
|  | *Computer Science and Math -- Double Major* | |
| **Projects** | **Gomoku Plus**  A chess game similar to Tic-Tac-Toe   * Implemented evaluation-based AI which is different from brute-force AI in that it prunes out more branches for deeper search * Integrated AI with human player strategies for increased flexibility * Designed built-in game stepper which helps user analyze each move they played * Built centralized game server which collects game details for a certain player and makes suggestions for improvements * Wrote automated server-side script to perform cleanup and secret key generation | April 2015 – December 2015  Personal Project | | |
|  | **Course Base**  A course material source for UBC students   * Designed credit system to encourage users upload high-quality materials * Implemented friend service, and users can get push notification for their followers’ updates | September 2015 – Now  Personal Project | | |
|  | **Noti-Timer**  A task scheduler for Android Phones   * Implemented background service with battery optimization * Implemented customization options to give users a refreshing look * Wrote HTTP server as well as Cassandra backend to backup users’ preferences | July 2015 – August 2015  Personal Project | | |
|  | **Mega-Byke Route Planner**  A RESTful webapp for bikeway route planning   * Integrated Google Maps API for calculating optimal bikeways * Implemented user cache which allows users to save their favorite locations and bikeways * Integrated social networking, allowing user to share bikeways Facebook as well as follow other users | June 2015 – July 2015  Course: CPSC 310  Academic Project | | |
|  | **Buy Stocks!**  A virtual online stock transaction platform   * Modeled normalized (3NF) entities and relationships, and created schema representing the stock data * Implemented data getter and parser which requests latest stock data using Yahoo Finance API every 3 minutes and parses data for display * Built visualization for user profile in web UI, mainly in charts and diagrams * Implemented website animations and transitions using WOW.js animation library | March 2015 – April 2015  Course: CPSC 304  Academic Project | | |
|  | **Dynamic Hangman**  A word-guessing game which generates answer dynamically   * Implemented multiple difficulty levels, and the highest level uses mini-max search to generate answer key * Wrote dictionary update script to pull the latest dictionary from Google | October 2014 – November 2014  Course: CPSC 221  Academic Project | | |
|  | **NextBus**  An Android application for tracking Translink bus schedules   * Retrieved bus schedule JSON response from Translink API and implemented parser for parsing data by using external libraries * Rendered bus GPS data as map overlays, and used Android’s GPS APIs to plot user location onto the map | March 2014 – April 2014  Course: CPSC 210  Academic Project | | |
| **Other Activities** | * Undergrad Cumulative GPA: 85.2%; GPA over all Math courses: 92.2%; GPA over all Computer Science courses: 86.6% * Won Second Prize in 2011 China National Chemistry Olympics (top 2%) * Won 4th place in 2012 Qingdao Regional Chinese Chess Competition * Mensa Member since May 2015 |  | | |