# **Leon Liang**

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**Education:** 

Florida International University

December 2017

**B.S Computer Science** 

Relevant Coursework: Data Structures, Netcentric Programming, Database Systems

## Work Experience:

### **Automation Test Development Intern**

August 2016 - Present

Blackberry

- Develop, execute, and maintain automated test tools/scripts that help gauge quality and stability of a device;
  including triaging, reporting, gathering measurements, and benchmarking critical functionality
- Working with multiple mobile platforms, testing environments and frameworks
- Produce creative and analytical, yet effective solutions to problems
- Test new handhelds and software pre-release

### Jr. Applications Developer

December 2015 - August 2016

Florida International University

- Assumed full stack responsibilities, primarily focused on back-end development
- Develop scripts for automating database updates and storing of documents into ImageNow
- Troubleshoot and debug existing codes
- Delivered time sensitive projects within agile environment

## Skills:

(Experienced) Languages: Javascript, Java, SQL, C

(Familiar) Languages: Python, Golang, Ruby, Powershell, VBScripts, HTML, CSS, PHP

Frameworks / Environments: .NET, AngularJS, NodeJS, Cordova, mySQL, MongoDB, LibGDX, REST, Ruby on

Rails, UNIX/LINUX

## Projects:

### **Themed Beats**

http://devpost.com/software/mangohacks

- Generates the perfect Spotify playlist to match the mood of the environment by analyzing color and physical objects in the environment
- Playlists are generated using our color analysis algorithm, Spotify api, Echonest api, and Clarifai api

## **Cult Hunters (Global Game Jam Miami Finalist)**

http://globalgamejam.org/2016/games/cult-hunter

A dungeon crawler game created in Java and LibGDX

## Shotgun App (Best Use of AWS - HackStetson)

http://devpost.com/software/shotgun-23bhpx

• Social themed mobile app programmed with NodeJS, AngularJS, HTML, CSS, Cordova Plugins