



SAMUEL LIU

Computer Engineering
University of Waterloo

CONTACT INFO

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SKILLS

Languages:

Java, Python, C++, C, HTML,
CSS, JavaScript

Frameworks/Libraries:

ReactJS, Flask, PostgreSQL,
MySQL, JavaFX, Java Swing

Tools:

version control (Git), scripting
(Bash, Powershell), Jira

Other:

REST APIs, Adobe Creative
Suite, Microsoft Office, technical
document writing

WORK EXPERIENCE

SOFTWARE DEVELOPER

Geotab Inc | January 2020 - April 2020

- Wrote API endpoints using Python Flask and PostgreSQL
- Created tests and reviewed the work of other members of my team, ensuring quality of code
- Spearheaded development of internal web page for data entry using React JS, creating a responsive UI

SWIM INSTRUCTOR/LIFEGUARD

City of Toronto | January 2017 - March 2019

- Worked with a team of lifeguards to maintain pool safety through clear communication, leadership, and teamwork
- Principally responsible for managing public relations of the pool and communicating with patrons

PROJECTS

PERSONAL WEBSITE

ReactJS, Photoshop | February 2020 - April 2020

- Created a personal website to showcase my skills and experience

IMPULSE

Java, JavaFX | March 2019 - June 2019

- Developed a music-based rhythm game
- Designed a clear and responsive user interface using JavaFX

POKECOPY

Java, Java Swing | March 2018 - June 2018

- Created a turn-based game inspired by Pokemon using Java Swing
- Learned and applied fundamental object oriented programming concepts

INTERESTS/HOBBIES

High school Ukulele Band leader; organized and lead a group of over 20 students to learn and perform ukulele songs

Interests include guitar, swimming, rugby, music, board games, video game design, and Marvel movies.