SAMUEL LIU

Computer Engineering
University of Waterloo

CONTACT INFO

Email: s632liu@uwaterloo.ca
Phone: (416) 880 - 2978
Website: repapt.github.io/Personal-Site
Github: github.com/Repapt
UWaterloo ID: 20827270

SKILLS

Languages:
Java, Python, C++, C#, HTML, CSS, JavaScript

Frameworks/Libraries:
ReactJS, Flask, PostgreSQL, MySQL, JavaFX, Java Swing

Tools:
version control (Git, Perforce), scripting (Bash, Powershell), Jira, JMeter, Jenkins

Other:
Unity, REST APIs, Adobe Creative Suite, Microsoft Office, technical document writing

WORK EXPERIENCE

QA SPECIALIST
OpenText | September 2020 - December 2020
- Assisted in the implementation of a testing environment using Jenkins, JMeter, and Hyper-V virtual machines
- Developed a program to evaluate JMeter test results using T-Tests and statistical analysis

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

THE FALLEN TEMPLAR
C#, Unity | December 2020 - Present
- Developed a top-down video game inspired by Star Wars
- Wrote modular code and algorithms for procedurally generated dungeons

PERSONAL WEBSITE
ReactJS, Photoshop | February 2020 - April 2020
- Created a personal website to showcase my skills and experience

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.