

# Samuel Liu

University of Waterloo  
Computer Engineering

## Contact Information

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github.com/Repapt

## Skills

Three years of experience in  
Java and Python

Working knowledge of

- JavaScript, C, C++
- computer hardware,  
computer networking,  
circuitry
- Microsoft Office
- Photoshop, Premiere Pro
- Technical document  
writing
- Windows OS, Linux, Git

## Projects

### IMPULSE | MARCH 2019 - JUNE 2019

Technologies used: Java, JavaFX

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

### MY TWOCENTS | SEPTEMBER 2018 - SEPTEMBER 2018

Technologies used: Python, JavaScript

- Co-developed a web application that analyzes how financially responsible a given purchase is based on user-entered financial information

### POKECOPY | MARCH 2018 - JUNE 2018

Technologies used: Java, Java Swing

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

### ARDUINO ARCADE | DECEMBER 2017 - JANUARY 2018

Technologies used: Arduino, C, circuitry

- Designed a game console from buttons and an LED light matrix
- Programmed an Arduino using C

## Job Experience

### 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
- Created adaptable lesson plans and provided meaningful feedback to patrons, developing quick critical thinking skills
- Principally responsible for managing public relations of the pool and communicating with patrons, utilizing effective conflict resolution

## 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.