



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.



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WORK EXPERIENCE

PROJECTS

Impulse | March 2019 - June 2019

Technologies used: Java, JavaFX

- Developed a music-based rhythm game
- Used JavaFX to design a clear user interface

INTERESTS/HOBBIES

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

Technologies used: Java, JavaFX

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

PERSONAL SITE | JANUARY 2020 - APRIL 2020

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