RICHARD LIU

CONTACT

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Toronto, ON M4A 2K5

SKILLS

Windows OS + IOS MatLab

Microsoft Office Git Version Control

VSCode Modelsim

HTML & CSS FPGA programming Networking Cybersecurity

Tretworking Systematic

Programming Languages:

Java, C, C++, Verilog, Python, SQL,

ARM Assembly

Object Oriented Programming (OOP)

Optimistic and Resilient

Strong Time Management, Communication and Cooperative Skills

Critical and Creative thinker

EDUCATION

Bachelor of Applied Science in Computer Engineering + PEY

University of Toronto cGPA 3.70

2021 - 2026

Relevant coursework:

Digital Systems, Circuit Analysis, Signals and Systems, Software Communication and Design, Computer Organization, Algorithms and Data Structures, Operating Systems

Awards and Honours:

Dean's List, Edward S Admission Scholarship

International Baccalaureate Program

Victoria Park CI Average 97%

2017 - 2021

Contests:

McMaster Physics Contest, Canadian Computing Competition, Gauss, Pascal, Cayley, Fermat, Euclid Math contests, Don Mills Programming Gala, Hack the 6ix

Extracurricular Activities:

Founder of Frisbee club and Captain of the team, Badminton club, Symphonic Band

EXPERIENCE

IT Administrator/Data Analyst

Toronto Regional Real Estate Board

May 2023 - August 2023

- Created SQL views and stored procedures to improve usability and efficiency of the company's database
- Helped maintain servers, switches, and routers to ensure consistency with the company's network structure
- Contributed to system cybersecurity by downloading software updates, monitoring network data, and managing firewalls
- Resolved software and hardware issues for company employees through a ticketing system

RSX Software Developer

University of Toronto

September 2022 - March 2023

- RSX is a design team in UofT that designs, builds, and programs a space rover that competes in international competitions.
- Used Python, ROS, and C++ to program the rover
- Simulated virtual environments using Gazebo and Xming to ensure functionality of the ZED camera

IT Helpdesk Assistant

Woodgreen Community Services

May 2022 - August 2022

- Installed and performed minor repairs to hardware, software, and peripheral equipment, following design and installation specifications
- Set up equipment for employee use, performed and ensured proper installation of cables, operating systems, and appropriate software
- · Performed routine and scheduled maintenance services

PERSONAL PROJECTS

github.com/Rucherd

Google Maps Project

January 2023 - April 2023

Collaborated in a team to build a comprehensive GIS (Geographic Information System) from scratch. Leveraged the Open Street Maps API to acquire map data and employed various algorithms and programming techniques to design the graphical user interface (GUI) and implement pathfinding capabilities.

FindWho Deep Learning Project

May 2023 - August 2023

Created a product called FindWho that uses Deep Learning to determine a persons' characteristics in real time given video input. Used Pytorch to implement CNN models, training functions/labels, and to process data.

IB Student Marks Manager

March 2021 - April 2021

A product designed for IB teachers allowing them to store IB students' marks/information in a database and "curve" them if necessary. Programmed in Java using Object Oriented Programming and Graphical User Interfaces.