

Chuan Liu

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Education

University of Toronto

2020-09 ~ 2024-08

Major in Computer Science & Statistic (Honours Bachelor of Science)

Toronto

- Relevant Course: Software Design, Computer Organization, Data Structures, Algorithms, Database Systems, Machine Learning, Deep Learning, Probability.

Skills

- Language: Java, Python, C/C++, SQL, JavaScript, HTML, CSS, C#, Shell, R.
- Frameworks: Spring, Spring Boot, Node.js, React.js, Flutter.
- Web & Database: Redis, MySQL, PostgreSQL.
- Tools: Git, Docker, Postman, Jira, Figma.

Work Experience

Apple Inc.

2023-06 ~ 2023-09

Backend Software Development Engineer Intern

Beijing

- Utilized **Java** with **Spring Boot** framework for backend development of management systems, focusing on module development, debugging, and maintenance. Enhanced data parallel processing and computing services.
- Managed and processed millions of data points using **Python** and **MySQL**, showcasing strong analytical skills and the ability to handle large-scale data operations effectively.
- Demonstrated proactive engagement in meeting project timelines and ensuring stable development and delivery. Contributed significantly to the team's ability to address and fulfill technical requirements efficiently.

Project Experience

Campus Anonymous Social App

- Developed a secure and comprehensive platform using **Spring Boot** for backend development, **MySQL** for database management, and **Redis** for caching and real-time data processing.
- Designed and implemented the frontend with **Flutter**, ensuring a seamless and responsive user experience.
- Implemented robust security measures, including JWT for authentication, encryption protocols for data protection, and secure communication channels to protect user anonymity and data integrity.

Game Design

- Collaborated with Sheridan College's Game Design program to develop a local multiplayer party game using **Unity**, designed for engaging group play and dynamic interactions.
- Led the development team in implementing game mechanics, designing levels, and optimizing performance, preparing for the 2025 Toronto Level Up Showcase.
- Conducted extensive playtesting sessions to gather feedback, refine gameplay mechanics, improve user interface design, and ensure a high-quality and enjoyable user experience across various platforms.

Air Ticket Booking System

- Designed and developed a comprehensive airline ticket booking system using **Java**, implementing clean architecture and design patterns for scalability and maintainability.
- Directed the development of a user-friendly graphical user interface to enhance user experience, streamlining the booking process and integrating modules like flight search, booking, and payment processing.

Extracurricular Experience

Asian Youth-Cultural Association

2022-09 ~ 2024-08

Vice-President

Toronto

- Spearheaded the organization of numerous Asian youth culture events, including rock music festivals and stand-up comedy shows, attracting over 1000 attendees. Led both the planning and execution phases.
- Excelled in strategic planning, ensuring efficient task allocation among team members and monitoring project progress across all levels to ensure timely completion.
- Fostered strong relationships through effective communication and coordination with student organizations, venue managers, artists, and executives, ensuring the successful execution of each event.