

# KEVIN LIANG

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## EDUCATION

**Bachelor of Applied Science in Mathematics and Engineering**, Queen's University, Kingston, ON **Sep 2020 – Present**

- **Option in Systems and Robotics:** Designed for advanced studies in Systems, Mechatronics, and Electrical Engineering
- **Relevant Courses:** Introduction to Programming, Economic and Business Practice, Engineering Graphics, Engineering Communications, Engineering Design & Practice I & II, Digital Systems, Computer Architecture, Electric Circuits, Electronics I, Calculus I-III, Linear Algebra
- **Extracurricular Activities:** Hyperloop Design Team Technical Captain, Startup Consulting Project Manager, Technology and Media Association UI/UX Designer and Software Developer, Space Engineering Team Member

## WORK EXPERIENCE

**Summer Research Student**, Reactor Materials Testing Laboratory, Kingston, ON **May 2022 – Aug 2022**

- Optimized and programmed features of a beam energy activity calculator with Java, reduced output error from 50% to 20%
- Scripted a SRIM/TRIM automation software and an energy optimizer with Python to conduct uniform helium beam research, minimized calculation error to 5% and optimized time to perform ion irradiation experiments with a particle accelerator
- Gained work experience and developed problem-solving, writing, and self-motivation skills in a research environment

**Robotics Engineer – Special Projects**, Wiz Robotics, Richmond Hill, ON **May 2021 – Aug 2021**

- Used Twine to develop multiple teaching curriculums for Thunkable, Code.org, Roblox Lua, and App Inventor
- Managed a team of 3 to create a new summer program that taught Roblox Lua and attracted 20+ customers
- Acquired work experience and developed discipline, leadership, and time management skills in a startup environment

## EXTRACURRICULAR EXPERIENCE

**Chassis Manager**, Queen's Hyperloop Design Team, Kingston, ON **Jul 2021 – May 2022**

- Managed a team of 7 to design chassis components of a competitive Hyperloop pod with SOLIDWORKS CAD
- Updated the team website with Squarespace, HTML, and CSS
- Established effective leadership, adaptability, and self-initiative skills in a competitive design team environment

**Software Developer**, Queen's Technology and Media Association, Kingston, ON **Mar 2021 – Mar 2022**

- Programmed the frontend features of Loco, a mobile app that enhances the tourism experience with local recommendations
- Collaborated with 4 other developers with the React Native framework, Expo, and Git version control
- Obtained teamwork, critical thinking, and problem-solving skills as a software development team member

## TECHNICAL KNOWLEDGE

- **Programming:** Python, MATLAB, C++, C#, C, Java, HTML, CSS, JavaScript, VHDL, Assembly (Nios II)
- **Tools:** Microsoft 365, Unity, Twine, Git, Flask, MongoDB, Express.js, React.js, React Native, Node.js, Bootstrap, Expo, Energy2D, LTspice, SRIM/TRIM
- **Designing:** Figma, Adobe Creative Cloud, SOLIDWORKS CAD, Autodesk AutoCAD
- **Platforms:** Arduino, Windows OS, Linux (Ubuntu), Android

## ADDITIONAL INFORMATION

- **Languages:** English (Native), Mandarin (Native)
- **Awards:** First place at 2021 QCTF Information Security Competition, Best Use of Cloud Computing at CalgaryHacks 2022
- **Interests:** Playing ping pong, reading books, mentoring, volunteering, inventing new truffle fries recipes
- **Website:** <https://sanbroh.github.io/>
- **GitHub:** <https://github.com/Sanbroh>