Skylar Liang

Computer Science Student

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🌐 SkylarSL.com

in Skylar Samson Liang

Software

Web Dev

- HTML, CSS, Javascript, React
- Sass, Bootstrap
- Axios
- PHP, Node.js/Express.js
- SQL, MongoDB

Programming

- C++
- Java
- Python
- C#

Workspace

- Mac, Windows
- VSCode, Visual Studio, Vim
- Unity, Bosca Ceoil
- CPanel, Firebase, MongoDB Atlas
- Github, Git

Skills

- Fast Learner
- Creative
- Independent
- Team Player

👥 Experience

Jan 2020 - March 2020 — **Simplistics Web Design** — Web Developer

- Cooperated with design team to develop 2 full websites and a complete page update.
- Updated past websites to enhance security and improve performance by **reducing load times by 55%**
- Strengthened knowledge of **CPanel, responsive design** and **web security concepts**

May 2019 - Aug 2019 — **Factory Tile Depot** — Full Stack Developer

- Updated and Created 6 UIs that **enhanced work efficiency** and user experience
- **Debugged numerous problems** on client-side and server-side
- **Communicated with users** to create systems and UIs that suited their needs

Sep 2018 - Oct 2018 — **TedxUW** — Ambassador

- Obtained corporate sponsors to provide goods for the event
- Provided support in **organizing and directing the flow** of events to ensure punctuality

</> Projects

May 2020 — **TODO School Tracker** — LINK

- Developing an online to-do tracker to help students organize and structure online classes
- Solidified understanding of CRUD operations, **react routing**, and MERN HTTP methods along side **Mongoose** and **Axios**
- Learned basic hosting concepts with **Heroku**

May 2020 — **Corona Tracker** — LINK

- Created API calls via **Axios** and learned **proper React structure**
- Learned **object destructuring** and **React hooks** to declutter files
- Enhanced basic hosting concepts with **Firebase**

Apr 2020 — **CampFire** — (download link on website)

- Utilized **Unity's particle system and 2D lighting effects** to enhance game play and graphics
- Strengthened **basic C scripting skills** as well as knowledge of **Unity's functions** and **concepts**

Feb 2020 - Mar 2020 — **ChronoDodge** — (download link on website)

- Learned the basics of **Unity 2D game development** and **C scripting**
- Created the pixelated graphics via windows paint
- Researching **Gimp** and **Blender** to create more advanced graphics

📖 Education

Sep 2018 - present — **Bachelor of Computer Science** — University of Waterloo

- President's Scholarship of Distinction