TONY LIANG

SOFTWARE ENGINEERING









SKILLS











- Various degrees of experience in Java, C, HTML, CSS and academic experience in C++.
- Competent in Object-Oriented Programming in Java
- Experience in web development using HTML and CSS
- Experience in programming Android apps as well as for Arduino boards
- Knowledge in various data structures: linked lists, binary trees, stacks, queues and arrays
- Interest to learn and ability to learn fast with the use of available online and human resources

PROJECTS



Personal Website - Web Development

Jan. 2015 - Ongoing

My personal website that features details about my skills, experience and projects. Created with **HTML**, **CSS** and the Bootstrap framework.



Circles – Android Application

Nov. 2015 - Ongoing

Developed an infinite game for Hack Western II while learning Android. This application incorporates my previous knowledge in OOP, **Java**, as well as working knowledge in **XML**.



Orbit Game – Arduino

Oct. - Dec 2015

Developed a dodging game on the Launchpad with the Orbit Booster Pack extension for SE 101. Programmed in **C**, this game use board components: accelerometer, switches and buttons.



Land Battle Chess – Java, Object Oriented Programming

Oct. 2014 – Apr. 2015

Computerized a version of the Chinese board game for the IB CS internal assessment. Programmed using the OOP model, **Java** and applies linked lists and stacks. This project also includes documented development process and code.

PART-TIME

Summer Camp Coordinator, Markham Free Methodist Church May 2015 – Aug. 2015 **Kumon Assistant Tutor**, Bayview-York Mills Kumon, Toronto Jun. 2014 – Jan. 2015

EDUCATION

Candidate for Bachelors of Software Engineering, Class of 2020

Sep. 2015 – Present

University of Waterloo, Waterloo, Ontario

Courses: Software Engineering, Programming Principles, Data Abstraction & Implementation

International Baccalaureate Programme (IB), High School Diploma

Sep. 2009 - May 2015

Victoria Park Collegiate Institute, North York, Ontario