

KELLY HUI-LING LIO

U2 SOFTWARE ENGINEERING MAJOR | MCGILL UNIVERSITY

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Education

McGill University

B.Sc U2 Software Eng. Major

2023 – (2026) Expected

Collège de Maisonneuve

B.Applied Sciences

2021 - 2023

Experience

Assistant Hairdresser – Jarry Coiffure | 2018 – present

- Assisted in my family's hairdressing business, developing strong **communication, multitasking, and problem-solving skills** in a fast-paced environment.

VP Communications at GameDev McGill | 2024 – present

- Managed the club's outreach and social media (**Instagram, Facebook, Discord**).
- Designed and published promotional materials for events and initiatives, engaging a community of **350+ members**.

Volunteering

- McGameJam 2025 – Design Volunteer & Participant (January 2025)
[<https://akiruwu.itch.io/>]
- McGill Tech Fair 2025 – Volunteer (January 2025)

Skills | [My portfolio](#)

Art & Design

- Proficient in UI/UX design using **Figma** and **Adobe Illustrator**.
- Experienced in digital art and game asset creation using **Procreate** and **Aseprite**.

Programming

- Proficient in **Java, C, Python, OCaml**, and **Git/GitHub**.
- Skilled in **React, HTML**, and **CSS** for front-end development.
- Familiar with game engines such as **Unity** and **Ren'Py**.

Languages

- **English & French** - Native proficiency
- Mandarin & Japanese - Basic conversational skills