Akiki Liang

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EDUCATION

UNIVERSITY OF TORONTO
Bachelor of Science (Hons.)
Computer Science Major + Statistics Minor
September 2019 - June 2023 | Toronto, ON

EXPERIENCE

HONEYBEE HUB INC. | Software Developer (Part-time)
August 2020 – Present | REMOTE

- Redesigning and building client account dashboards using **React.js** and **TypeScript** to increase user experience and client's incentive to use the company's services.
- Anticipating more tasks after the above is complete.

HONEYBEE HUB INC. | Software Engineer (Independent Contractor)
June 2020 – August 2020 | REMOTE

- Technologies: **JavaScript**, **TypeScript**, Webpack, **Node.js**, G Suite APIs, **Google Analytics**, **Google Tag Manager**, **Express.js**, Google Cloud Platform
- Designed and built (self taught) a customizable, responsive web widget and information tracking pixel for the widget, both to be embedded onto third party websites; directing people to select research studies featured on the company's website.
- Managed clear communication with the company, established points of software design on the product and recommended best methods of development for front and back end of the widget based on thorough research of industry standards and user preferences for similar products.
- Will be returning as a part-time developer during the fall 2020 semester.

PROJECTS

RESPONSIVE REACT WEBSITE: UTCG.CLUB/ | Personal Project, Team (lead)

- Built and designed **React components** for club website after learning React in less than 2 weeks.
- Taught the code base to teammates and lead front-end development as a result.

GROUP SORTING OPTIMIZATION PROGRAM | School Project, Individual

- Created a greedy algorithm which sorts students into groups of 2 or more based on criteria such as relative distance, year level, relative GPA, etc. using **Python** and OOP.

STATISTICAL ANALYSIS OF CRIME IN TORONTO NEIGHBOURHOODS | School Project, Team

- Used **R** to visualize and predict auto theft crime in Toronto neighbourhoods.

Hello! I'm a second-year Computer Science student looking for an internship position in Software Engineering or Web Development for the year of 2021.

SKILLS

LANGUAGES & FRAMEWORKS
Python • JavaScript • TypeScript • Java
Webpack • React.js • Node.js • R
HTML/CSS • Objective C (Winter 2020)

TOOLS TECHNOLOGIES
Git • Google Analytics • Google Tag Manager • G Suite APIs • Android Studio • VMware • VSCode • Vim
Google Cloud Platform (exposure)

OPERATING SYSTEMS
Linux • Windows • Mac OS

COURSEWORK

UNIVERSITY OF TORONTO
Data Structures & Algorithms (Fall 2020)
Software Design (Fall 2020)
Probability with Computer Applications (Fall 2020)
Operating Systems (Winter 2020)
Computer Organization (Winter 2020)
Discrete Math
Linear Algebra
Calculus
Introduction to Statistical Analysis

LEADERSHIP & EXTRACURRICULARS

EXECUTIVE MEMBER | University of Toronto Computer Graphics Club (UTCG)

- Work with companies, recruiters, professors and students over different time zones to organize job fairs, workshops and other club activities.
- Created a program for students to learn about and develop Computer Graphics projects for their resumes despite the difficulties of quarantine.