YUQI (AMY) LIANG

LinkedIn /in/amy-yuqi-liang | Website amiaxys.github.io | Email amyuqiliang@gmail.com | Phone +1 647-803-2692

TECHNICAL SKILLS

- Languages: Java, Groovy, Python, C, HTML, CSS, JavaScript, Lua
- Other: SVN, Git, JSON, Android Studio, Firebase Realtime Database, Jira, VSC, Bash/Unix, Assembly, ServiceNow, Node.js, MySQL, SQLite

EDUCATION

Honours Bachelor of Science, Computer Science Co-op

Sep 2020 - Present

University of Toronto Scarborough, Scarborough, ON

- Awards: University of Toronto Entrance Scholarship, Dean's List 2021
- Culminative GPA: 3.2/4.0

RELATED COURSES

Programming on the Web

Winter 2023

University of Toronto Scarborough, Scarborough, ON

- Learned concepts underlying the development of programs that operate on the web
- **Core Topics:** static and dynamic client content, dynamically served content, n-tiered architectures, web development processes and security on the web
- Tech Stack: HTML/CSS, JavaScript, Node.js, Express.js, Fetch API, Angular, Sequelize, SQLite

Software Tools and Systems Programming

Summer 2022

University of Toronto Scarborough, Scarborough, ON

- Learned software techniques in a Unix-style environment, using scripting languages and C
- **Core Topics:** creating and using software tools, pipes and filters, file processing, shell programming, processes, system calls, signals, basic network programming

WORK EXPERIENCE

RBC Developer Co-op

Sep 2022 – Dec 2022

Hybrid

- Fixed script and regex filter defects within ServiceNow in JavaScript, decreasing chance of error and increasing platform efficiency
- Developed a mobile version of MyMarketplace called Now Mobile, increasing employee travel productivity and improving accessibility to tasks and requests
- Presented Now Mobile application to RBC executives and internal employees, receiving overwhelmingly positive feedback on project

Innovapost DevOps Engineer Co-op

Jan 2022 - April 2022

Remote

- Wrote Groovy scripts for Jira and Confluence ScriptRunner and for command line using their REST API, automating manual processes and increasing work efficiency
- Administered Jira and Confluence and completed service requests for Canada Post employees, increasing productivity and improving organization of projects and tasks
- Created monthly KPI reports using Confluence, Jira filters and PULSE event search, enhancing month-end review and keeping a systematic record of team activities

Markham Food Bank Volunteer

Aug 2018 - Sep 2019

Markham, Ontario

 Communicated instructions and concerns with volunteers and supervisors, increasing the speed of grocery assembly for clients

YUQI (AMY) LIANG

LinkedIn /in/amy-yugi-liang | Website amiaxys.github.io | Email amyuqiliang@gmail.com | Phone +1 647-803-2692

- Collaborated with students and employees to stock food and provide to those in need, alleviating burden on staff
- Managed and set punctual time limits on delivery and packaging, improving client satisfaction and shortening preparation period

PROJECTS

Traffic Racer Game Aug 2022

Computer Organization, University of Toronto Scarborough, Scarborough, ON

- Constructed a single-player car racing game using assembly language, received high marks for completion
- Implemented randomization and multiple features like item collection for increased playability
- Designed sprites, UI and colour palette with graphic design principles and visual cleanliness in mind and acquired positive feedback for appearance of game

Web Projects April 2022, Jan 2023

University of Toronto Scarborough, Scarborough, ON

- Created a simple website to hold a resume and portfolio using HTML, CSS and JavaScript for a co-op course
- Constructed a single-page gallery application that uses Node.js, Express.js and SQLite to allow users to comment on, delete and add images

Appointment Booking Application

July 2021 - Aug 2021

Software Design, University of Toronto Scarborough, Scarborough, ON

- Developed a mobile Android application using Java and XML to book doctors' appointments, create accounts for users, check schedules and received full marks
- Debugged and performed unit and interface testing using JUnit and Espresso on the application, creating seamless and safe-to-use code
- Used the version control system Git and GitHub, easing collaborative coding and keeping organized records
- Using Object-Oriented Programming principles and the Model-View-Presenter design pattern, group members created organized and clean code
- Stored data in a Firebase database and used asynchronous functions to call the information, making for flexible storage and an uncluttered workspace
- Managed group through the Scrum methodology and kept organized records of work done, improving productivity and allowing for exact deadlines

Graffit Social Media Network

April 2021

Introduction to Computer Science II, University of Toronto Scarborough, Scarborough, ON

- Coded a social media network using **C**, succeeding in implementing the ability to create users, follow others, get suggested friends and more
- Knowledge of C and high-level programming concepts made for clean and easy-to-use code

Twitterverse Program Dec 2020

Introduction to Computer Science, University of Toronto Scarborough, Scarborough, ON

- Developed a smaller-scale Twitter query program, succeeding in implementing all important functions and filters
- Knowledge of Python structure and formatting made for clean and easy-to-read code

Via Viridis Game Nov 2020

Programmed a prototype game using Lua, shortening period of planning and learning TIC-80 and Lua through creation.

YUQI (AMY) LIANG

LinkedIn /in/amy-yuqi-liang | Website amiaxys.github.io | Email amyuqiliang@gmail.com | Phone +1 647-803-2692

- Created multiple outlines for the game and recorded useful resources, making transitions between different stages and languages seamless and quick
- Developed memorable character sprites and setting art that were complimented for their creative appearance

Team Battle Game Dec 2019 – Feb 2020

Computer Science, Bill Hogarth Secondary School, Markham, ON

- Used Java and JavaFX to code mechanics and GUI of the game, acquiring grades in 90s
- Managed a three-month Java project with specific deadlines and meetings aligning with the Software Development Life Cycle (SDLC), and received commendations for completing more of the game than was predicted to be done