

# YUQI (AMY) LIANG

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## TECHNICAL SKILLS

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- **Languages:** Java, Groovy, Python, C, JavaScript, TypeScript, HTML, CSS, Lua
- **Other:** SVN, Git, JSON, Android Studio, Firebase Realtime Database, Jira, VSC, Bash/Unix, Assembly, ServiceNow, Node.js, Express.js, MySQL, SQLite, Angular, PostgreSQL, A-Frame, Three.js, AR.js, Docker, Nginx
- **Design:** Illustrator, Photoshop

## EDUCATION

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**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

## WORK EXPERIENCE

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**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 with a cross-functional team, 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

## PROJECTS

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**AR Audio Visualizer**

Feb – Apr 2023

<https://www.audiovisualizer.live>

- Developed a semi-single page application that allows users to log in and create AR visualizations for their audio, recorded through microphone or through uploading files
- Utilized Three.js, A-Frame and AR.js to create beautiful 3D graphics in augmented reality that moves and changes according to frequencies and decibels within the audio
- Designed the frontend with Angular and Bootstrap, and implemented a RESTful backend using Node.js, Express.js and PostgreSQL
- Deployed using an Ubuntu virtual machine using Docker with Nginx as reverse proxy and a certificate from Let's Encrypt

**Small Web Projects**

April 2022 - Feb 2023

- 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 to their gallery
- Coded a simple audio visualizer example that can switch between waveform, bar and pulsing circle graphics according to decibel values of frequencies

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## 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

## 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
- 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 flexible deadlines

## Graffiti 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
- 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