Annie (Yantong) Liu

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PROFILE

Second year UBC Business and Computer Science undergraduate student with a strong passion in technology and aspires to solve problems in businesses through the power of automation. Adds value to team projects by managing the planning phase and contributing practical problem-solving models and skills. Tackles challenges by breaking down problems and testing programs with attention to detail. A contributor who believes in making progressive impacts on society, as seen in my recent Covid-19 related programming projects that help impacted individuals.

TECHNICAL SKILLS

Java, JUnit Testing, Java Swing, Python, JavaScript, HTML, Functional Programming, Object Oriented Design, Google APIs

EDUCATION

Bachelor of Commerce, UBC Sauder School of Business, University of British Columbia
September 2019 – June 2023

Business and Computer Science Combined Major

AWARDS

MLH Covid-19 Awareness & Prevention Hacks Award,
March 2020

Major League Hacking

This award is granted to the **top winner** in the Coronavirus Hacks category

Outstanding International Student Award,
September 2019

University of British Columbia

The award recognizes strong academic achievement and extracurricular contributions to the community with a **$20,000 CAD scholarship**

PROJECTS

Outreach Assistant
October 2020 – November 2020

- Developed an **outreach application** for HR and salespeople using **Java** for contacting, following-up as well as booking sales meetings with employers across different industries
- Tested with **JUnit testing** for the purposes of handling the execution of branches and exceptions
- Created a user interactive front-end GUI with **JavaSwing library**
- Engineered the design of 3 stages consisted of pre, mid and post contact for tracking and maintaining the states of different touchpoints throughout the outreach process with **data persistence**

Help@Home (Girls In Tech Hackathon)
June 2020 – June 2020

- Developed the front-end platform that connects volunteers and people who are affected by Covid-19 using **Bootstrap and JavaScript**
- Conducted market analysis to determine the target groups being people who are immunocompromised and ones with special needs, as well as assessed the scalability of the platform
- Led a team of 5 through the design of the **multi-purposed model** that centralizes 3 different services including the homework forum, a booking page as well as a mental health text line
- Created the calendar booking system with the implementation of **Google Calendar API** to maintain data of previous appointments

Hack the Corona (CMD-F Hackathon)
March 2020 – March 2020

- Engineered the front-end interface of the system from scratch which supports individuals in finding the closest resources for supplies during Covid-19 using **JavaScript, HTML** and **CSS** and the implementation of **Google Map API**
- Improved user navigation through replacing the zoom option on Google map with sliders of price and distance that easily locate the resources
- Received the **MLH COVID -19 Awareness & Prevention Hacks Award**

Budget Me
March 2020 – March 2020

- Developed a program that helps individuals who struggle with monthly budget planning in **JavaScript**
- Incorporated the business tool **Eisenhower's Urgent/Important Matrix** which is translated into a computer algorithm to prioritize purchases
- Implemented a user prediction feature to help users prevent overspending or underspending in the upcoming months