

# Wendy Liu

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## Highlights

Computer Science new graduate passionate about solving problems through creative coding. Experience developing an Android location-based application featuring map completion, a recommender system and location-triggered notifications in JavaScript and C#.

## Education

### **B. Sc. in Computer Science and Biology | 2011 – Present | University of British Columbia**

- Anticipated graduation in May 2017.
- Related coursework: Human Computer Interaction, Advanced Relational Databases, Functional and Logic Programming, Internet Computing, Algorithm Design and Analysis

## Technical Skills

JavaScript, C#, C, C++, Java, SQL, HTML, CSS, Git

## Spoken Languages

English, Japanese, Mandarin Chinese

## Technical Experience

### **Software Development Intern | Centre for Digital Media | January 2017 – Present**

- Working in an interdisciplinary six-person team to develop new features and user experience for Microsoft's Android app, with the goal to engage Vancouverites in art and culture.
- Participating in user requirement research to transform client needs into proposed application designs.
- Working extensively in C# and JavaScript to develop location-triggered notifications, a recommender system, and a gamified map completion feature.
- Creating a JavaScript map applications using Bing API that loaded data from JSON files to display on the maps.
- Designing and coding software solutions that can easily be scaled depending on client needs.

### **Redesign Degree Navigator | University of British Columbia | September – December 2016**

- Led four UX students to redesign UBC's degree audit system with a user-centered approach.
- Carried out user research to identify user need, use cases and design problems in the existing interface.
- Created conceptual models to communicate high-level overviews of the design, and tested them against user mental model formation.
- Designed medium-fidelity prototypes using Axure and evaluated them through usability tests.

### **map-game Project | Technische Universität Darmstadt | April – July 2016**

- Created a location-based "capture the flag" web app in JavaScript with four developers using OpenStreetMap.
- Generated markers at points of interests in the user's city using Overpass API.
- Worked extensively in Bash, using Git, Bower, and Gulp.

## Volunteer

### **International Service Learning | ASVO Costa Rica | February 2012**

Promoted self-sustainability in a remote Costa Rican community, to reduce poaching of sea turtle eggs.