Bernard Liu

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Technical Skills

Languages: C, C++, JavaScript, TypeScript, Python, Java, HTML/CSS, R, Assembly
Developer Tools: VS Code, IntelliJ, Github/Git, Figma
Libraries/Frameworks: React, React Native, Node.js, Django, Tailwind, JUnit, ChaiJS, Pandas, TensorFlow

Education

The University of British Columbia   Sep 2023 – Expected May 2028
Bachelor of Science in Computer Science - Dean's Scholar - **90.1% GPA**   *Vancouver, BC*
- Relevant Coursework: Data Structures and Algorithms, Computer Hardware and Operating Systems, Software Engineering

Technical Projects

Melodify – Web App | *React, Vite, Tailwind, NextUI, JavaScript* | ⚲   **October 2024**
- Led a team at HelloHacks to design and create an interactive music theory learning resource for aspiring musicians
- Collaborated on Figma to design a modern UI
- Built the front end using a React + Vite web app and used NextUI components to create a smooth UX
- Refactored code into React Components to streamline multi-page design consistency and reduce code bloat

Palette – Chrome Extension | *HTML, CSS, JavaScript* | ⚲   **May 2024**
- Developed a Chrome extension for graphic designers to speed up the ideation phase of a project by creating a hub and sampling platform for colour palettes
- Implemented local data persistence by saving created palette objects and accessibility settings into JSON files
- Embedded light and dark theme for accessibility by querying relevant objects directly from the DOM Document and applying CSS filters
- Enabled a web sampling eyedropper via the IroJS API for designers to quickly access colours used on websites or images
- Boasts a 30% speed increase compared to manually sampling colour palette from an image in Figma/Photoshop
- Deployed an agile development process to improve or add features from feedback given by potential users in UI/UX fields

Retail Tycoon – Java Game | *Java, Java Swing, Figma* | ⚲   **March 2024**
- Created a 2D simulation game with Java backend, Figma design and displayed with Java Swing GUI library for UBC CPSC 210
- Customized Java Swing JPanels paired with event handlers to replace outdated looking JButtons for user interaction
- Practiced object-oriented design and JSON data persistence to implement load/save and high score features.
- Developed extensive automated four-phase test suite using JUnit

Work Experience

BestBuy Canada   Aug 2022 – Aug 2023
Computing Solutions Advisor   *Vancouver, BC*
- Experience with retail-level systems such as POS, inventory, and customer database interfaces.
- Contributed to achieving a 12% sales growth from 2022 to 2023 in the computing department.
- Developed extensive retail domain knowledge over a year of sales experience, including understanding customer needs, product merchandising, inventory management, and sales strategies to drive business growth.
- Provided personalized assistance to customers, resulting in dozens of glowing reviews and fostering promoters for BestBuy.

Volunteering

The People's Pantry Food Recovery Society   Sept 2021 – August 2023
Volunteer   *Port Coquitlam, BC*
- Organize food hampers to provide for the families in need who live in the Tri-Cities
- Tackle food insecurity by recovering inventory shrinkage from major grocers such as Costco and Save-on-Foods
- Mentored new volunteers, creating a welcoming environment and teaching best food handling practices