Eric Wong-Liu

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PROFESSIONAL EXPERIENCE

BBVA   **Oct 2024 - Present**
Software Engineer
- Engineered and maintained backend services for the loans department, a critical division generating over 50% of the bank's revenue, using Java and COBOL for service logic and legacy system integration.
- Developed and tested new features for the bank's mobile application (3M+ users), creating detailed test cases to validate business logic and edge cases.
- Investigated and resolved incidents related to production databases and financial products, leveraging SQL for data analysis, root cause identification, and ad-hoc query optimization.

P1 Games   **Aug 2024 - Feb 2025**
Game Developer
- Implemented core gameplay systems in Unity using C#, including player controls, object interaction mechanics, and animation state management with Unity Animator.
- Optimized performance and cross-platform compatibility, profiling memory and CPU usage with Unity Profiler and resolving platform-specific issues across PC and mobile builds.
- Led iterative playtesting sessions, collecting user feedback and applying them for gameplay balancing.
- Awarded the P1 Games Certificate for consistently delivering high-quality, well-structured code and demonstrating strong collaboration across multiple game development cycles.

Netflix   **Sep 2022 - Sep 2023**
Software Engineer Intern
- Developed REST APIs for an event-based automation and notification system using Kotlin and Spring Boot.
- Built a query engine with GraphQL and Java to streamline complex data retrieval, improving accessibility and efficiency for over 800 internal users.
- Containerized applications with Docker and contributed to a CI/CD pipeline using Jib, Jenkins, and GitHub for version control and automation triggers.
- Wrote unit and integration tests using JUnit and Testcontainers; maintained test coverage and collaborated through GitHub pull requests and code reviews.

PROJECTS

Runes vs Robots (Unity, C#)   **Oct 2024 -Feb 2025**
https://chiferito.itch.io/project-tower
- 3D tower defense game with a focus on dynamic enemy pathing based on player decisions.
- Winner of the "Most Fun" and second place for the "Best Overall" award from P1 Games Ignite cycle 23.

Frost blade Saga (Unity, C#)   **Aug 2024 - Sep 2024**
https://ivinzzzz.itch.io/frostblade-sagaz
- 2D platformer game with a focus on combat and enemy interactions.
- Tied third place for the "Best Overall" award from P1 Games Ignite cycle 19.

Poker Counter (Swift)   **Jun 2024**
https://github.com/chiferito/PokerCounterV2
- IOS mobile application designed to keep track of each player's score during a game of Poker.

EDUCATION

Bachelor of Science, Major in Computer Science, Graduated with distinction   **May 2024**
University of British Columbia, Vancouver, BC

SKILLS

- Programming: Java, C#, C++, Python, TypeScript, Kotlin, Swift, COBOL
- Tools/Environment: Eclipse, IntelliJ IDEA, GitHub, Visual Studio Code, Xcode, Unity
- Testing: JUnit, GDB, Docker, Gradle
- Web: HTML, CSS, JavaScript, NodeJS, Spring Boot, GraphQL, Vue