

CHRISTINE LIU

Year 3, Bachelor of Computer Science christineliu0318.github.io || github: christineliu0318

TECHNICAL SKILLS

Programming: Java, Python (Basic), Racket (functional language based on Scheme)

Tools/Frameworks: IntelliJ, Android Studio, Github

Web: HTML, CSS, Javascript Other skills: Functional testing

TECHNICAL WORK EXPERIENCE

Web Assistant, Landed Learning Project

Sep 2015-Present

- Organized team meetings to discuss project requirements and gather feedback from users
- Designed a new look for an outdated website, and migrated content from a Joomla server to a UBC hosted Wordpress site
- Wrote a user manual to provide support for future work learn students and updated project status to the supervisor
- Self-taught CSS/HTML/Javascript to customize website design and navigation

TECHNICAL PROJECTS

London Transit App (Java CPSC 210 Technical)

Mar-Apr 2016

- Implemented the singleton design pattern and a UML class diagram of bi- and uni-directional associations and aggregations
- Designed functional tests for JSON parsers and all classes
- Implemented a JSON parser for London stations and arrivals retrieved via the Transit for London API

Mood Tracking App (Personal/Volunteer)

Dec 2015-Present

- Building a java app for the mental health organization SpeakBox that prompts users to rate mood and tracks answers over time using line graph
- Met with client to discuss specifications and project timeline. Correspondence over email and skype with project updates.
- Using Firebase to develop the database and Android services to create random push notifications, as well as the MPAndroidChart java library to create interactive data graphs.
- Use of fragments and intents to change activities and alter display elements.

Coffee Ordering App (Personal)

Jun 2014-Jul 2014

 Developed an app using Java on Android Studio that calculates the price based upon the number of coffees and toppings chosen, then emails the order

TECHNICAL EXTRACURRICULAR ACTIVITIES

Global Game Jam January 2016

- Worked in a team of 8 to make a dungeon crawl game using Unity
- Responsible for level creation, creating game boundaries and blocks
- Used Github and Slack for version control and team organization

CHRISTINE LIU

NW Hacks March 2016

- Developed a web application where visitors can rate cats
- Using a SQLite database to store information, and use of HTML and Javascript to randomly display cats from the database.

ADDITIONAL WORK EXPERIENCE

Chiropractic Assistant. Jassal Chiropractic 2015

Aug 2014-Aug

- Worked within a small clinic team of 5 people to manage over 200 active patients
- Responsible for account receivables, appointment bookings, creating content for Facebook, Instagram and Twitter accounts.

Student Researcher, Dr. Orson Moritz at Eye Care Centre

Jan 2013-Apr 2013

- Co-op position using microscopy and immunology to characterize genetic traits of frogs
- Developed Excel charts and graphs to present research findings
- Skills developed: data analysis, critical thinking

Student Researcher, Dr. Guns Lab at Vancouver Prostate Centre 2012

Apr 2012-Dec

- Isolated cellular components in prostate cancer to research metastatic cancer
- Analyzed findings through Excel, creating a full report and database of frog lines

VOLUNTEER EXPERIENCE

Training Officer, Division 426 St. John Ambulance

Sept 2011-Present

- Volunteer as a Medical First Responder at various community events in the Lower Mainland
- Training officer working within a team of 3 people to train all members of the Richmond Division
- Lead and conceptualized weekly lesson plans for 20+ members.
- Skills developed: time management, independent work ethic, interpersonal skills

EDUCATION

Bachelor of Computer Science

2015-Present

University of British Columbia

• Cumulative GPA in this program: 93.1%

Bachelor of Science, Cell Biology and Genetics

2009-2014

University of British Columbia

- Cumulative GPA: 84%
- President's Entrance Scholarship, Sept 2009 (\$4000)
- Provincial Scholarship Award 2009 (\$1000)

INTERESTS

Ultimate Frisbee, Baking, Anime, Videogames, Travelling