

# DAPHNE LIU

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Seeking for January or May 2020 Internships

## Education

**University of British Columbia**, Bachelor of Science in Computer Science, 4th Year *Sep 2015 - May 2021*

## Skills

Android, Kotlin, Java, SQL, Scala, React, Javascript, HTML/CSS, JSON, GraphQL, Unity, Unix, Git, Agile

## Relevant Experience

**Shopify**, Android Developer Intern *May 2019 - Present*

- Developing notification system on Android with **Kotlin** and **GraphQL** to alert merchants of plugins issues.
- Refactoring legacy global configuration of Android WebView into streamlined **Kotlin** code.
- Creating **HTML** to Android Spannable parser in **Kotlin** to render custom list data for developers.

**Hootsuite**, Full-Stack Software Developer Intern *Jan 2019 - Apr 2019*

- Created features for admin page with **React**, **HTML/CSS** and implemented API endpoints for app store in **Scala**.
- Enhanced 3rd party developers sign-up flow with **HTML** and debugged **PHP** tests.

**Royal Bank of Canada (RBC)**, Backend Software Developer Intern *May 2018 - Aug 2018*

- Increased efficiency of commodity tax data lookups **by 2 months per year** with **C#** and **.NET** automation.

## Projects

**Google Chat App**, Google CodeU Mentorship program *Feb 2018 - May 2018*

- Built chat web app with **Java** and added database control for admins, mentored by Google engineer.
- Introduced offline support by caching **HTML** pages and **CSS** with **JavaScript** using Service Workers.

**Soil TopARgraphy**, UBC Emerging Media Lab *Jan 2018 - Apr 2019*

- Created app with **AR** terrain model in **Unity**, **C#**, and **Blender** to bring interactivity to classrooms.
- **Managed 7 developers in Agile**, liaised between professor and team; project presented at 3 conferences.

**Color Breakdown**, Personal Project *Oct 2018 - Nov 2018*

- Designed **Android** app in **Kotlin** to analyze image colors and create GUI for internal Palette API.

## Hackathons

**Riddikulus VR** (1st place winner / 300+ participants) *Lumohacks 2017*

- Developed **VR** scenarios to help patients tackle phobias, using with Google Cardboard SDK, **Unity** and **C#**.

**mu-se-um** (Top 5 Finalist / 800+ participants) *nwHacks 2018*

- Gamified museum experiences to tap NFC tags on artifacts with **Android** app, developed with **Java** and **XML**.

## Community Involvement

**Co-founder**, UBC CS Coffee Chat *Nov 2018 - Present*  
**Student Ambassador**, Unity Technologies *Sept 2018 - Present*  
**Android Tech Lead**, UBC Launch Pad *Sept 2018 - Apr 2019*  
**Android Developer**, UBC Launch Pad *Sept 2017 - Apr 2018*  
**Student Representative**,  
UBC Committee for Outreach, Diversity and Equity *Sept 2017 - Dec 2018*

## Awards

Irving K. Barber Women in Technology  
Scholarship 2019  
BC Tech Scholarship 2019  
UBC Grace Hopper Scholarship 2018  
1<sup>st</sup> Place Winner - Lumohacks 2017  
Top 5 Finalist - nwHacks 2018