

DAPHNE LIU

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Android developer, hackathon winner, speaker and writer. Mentored by Google and worked at 3 internships.
@ GHC 2019 | 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, Unix, Git

Relevant Experience

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

- Developed notification system on Android with **Kotlin** and **GraphQL** to alert merchants of plugin issues.
- Wrote advanced **HTML** to Android Spannable parser in **Kotlin** to render nested list data.
- Added hidden **WebView** remote debugging for plugin developers with Kotlin, XML and GraphQL.

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

- Added dynamic loading, category assignment, instant search to app store admin page with **React**, **HTML/CSS**.
- Implemented API endpoints in **Scala** for admin page and public marketplace.
- Enhanced 3rd party apps developers sign-up flow with **HTML** and debugged **PHP** tests.

Royal Bank of Canada, 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*

- An invite-only program to be mentored by a Google engineer to build chat web app in **Java**.
- Introduced offline support by caching **HTML** pages and **CSS** with **JavaScript** using Service Workers.

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

- Managed 7 developers in Agile to create app with **AR** terrain model for UBC class in Unity, **C#**, and Blender.
- Project presented at 3 conferences, released on app stores, and will be used by 250+ students.

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

Android Workshop Speaker, Hack the 6ix *Aug 2019*
Co-founder, UBC CS Coffee Chat *Nov 2018 - Present*
Panelist, Microsoft Higher Ed Summit *Mar 2019*
Android Tech Lead, UBC Launch Pad *Sept 2018 - Apr 2019*
VR Workshop Speaker, UBC EML *Fed 2018*

Awards

IKB Women in Technology Scholarship 2019
BC Tech Scholarship 2019
UBC Grace Hopper Scholarship 2018
1st Place Winner - Lumohacks 2017
Top 5 Finalist - nwHacks 2018