

DAPHNE LIU

daphne.liu97@gmail.com | github.com/daphliu | Vancouver, BC
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

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

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

- Implemented API endpoints for app store in **Scala** and created features for admin page with **React**, **HTML/CSS**.
- 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

Soil TopARgraphy, UBC Emerging Media Lab

Jan 2018 - Present

- 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.

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.

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,

Sept 2017 - Dec 2018

UBC Committee for Outreach, Diversity and Equity

Awards

Irving K. Barber Women in Technology
Scholarship 2019

BC Tech Scholarship 2019

UBC Grace Hopper Scholarship 2018

1st Place Winner - Lumohacks 2017

Top 5 Finalist - nwHacks 2018