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| Dennisliu12@gmail.com  647-719-6321 C:\workspace\github\dennisliu1.github.io\public\images\png\phone-call.png  Toronto, ON Canada  ca.linkedin.com/in/denliu  http://www.dennisliu.me/ C:\Users\Dennis\AppData\Local\Microsoft\Windows\INetCache\Content.Word\github-character.png |  |  |

Dennis Liu

Aiming to push the limits of software architecture and engineering, creating better digital tools and services.

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| **Work Experience**  **Software Engineer**  03/2016 – Present Paymentus   * Built several new features for the product. * Created company wiki from scratch. * Built development tools, adopted by dev team for use.   **Software Engineer**  03/2015 – 09/2015 SpaceVR   * Deployed and maintained website, hosted on AWS. * Self-taught VR and panoramic video playback pipeline. * Assisted in drafting, editing marketing and strategy.   **Java Software Developer Intern**  09/2012 – 12/2013 IBM   * Added new product features. * Created Java IM bot for internal FAQ. * Created documentation and commenting on code.   **Projects and Research**  **Assistant Researcher**  2013 – 2015 York University GAMAY Lab   * Conducted research into multi-threading and GPU acceleration for crowd simulation library. * Integrated Unity Engine with crowd simulation engine, generated test cases and simulations.   **President**  2013 – 2015 York University Robotics Society (reformed YURT)   * Built software suite for MDRS simulated Mars research mission. * Led club events teaching programming, electronics and mechanical design.   **Dev Team Lead and GUI Team Lead**  2009 – 2013 York University Rover Team   * Created GUI and controller software, video streaming architecture and communications framework for simulated Mars competition.   **Education**  **Bachelor of Science in Computer Science**  09/2009 – 06/2015 York University | **Skills & Competencies**  | | | |  Goal Oriented  Critical Thinking  Verbal & Written Communication  Creativity  Organization  Leadership  Team Player  Time Management  **Technical Skills**  Python  Java  SQL  HTML/CSS/JS  Node.js/NW.js  Other Skills:  **OS**: Windows | Unix/Linux | OSX  **Libraries**: Android | PyQT | GStreamer  **Tools**: Sublime, Eclipse, Git  **Achievements**  NASA Lunabotics Challenge 8th place (2013)  Hosted by NASA  University Rover Challenge 1st place (2012)  Hosted by the Mars Society  **Interests**  Software Engineering | AI | Computer Science | Robotics | UX Design | Tai Chi | Philosophy | Reading | Culture | Art | Video Games |  |  |  |