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

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| **EMPLOYMENT**  **Software Engineer**  **03/2016 – Present** Paymentus   * Built several new features for the product. * developed tools, adopted by dev team for use. * Created numerous customizations for various customers.   **Software Engineer / Webmaster**  **03/2015 – 09/2015** SpaceVR   * Deployed and maintained website, hosted on AWS. * Self-taught VR and 360° video playback pipeline. * Assisted in marketing strategy.   **Java Software Developer Intern**  **09/2012 – 12/2013** IBM   * Added new product features, created Java IM bot for internal FAQ and created documentation on code.   **PROJECTS & RESEARCH**  **Software Architect Lead**  **09/2015 - 03/2016** Project Grazer   * Built android app controlling robotic lawn mower * Built robot, server and system architecture   **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, created test suites and scenarios.   **President**  **2013 – 2015** York U. 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. | **PROFESSIONAL SKILLS**  Java ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⚫⎯  SQL ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⚫⎯⎯⎯⎯⎯⎯  Python ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⚫⎯⎯⎯  HTML/CSS/JS ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⚫⎯⎯⎯⎯⎯⎯⎯⎯⎯  Node.js/NW.js ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⚫⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯  Other Skills:  **OS**: Windows | Unix/Linux | OSX  **Libraries**: Android | PyQT | GStreamer  **Tools**: Sublime, Eclipse, Git  **PERSONAL SKILLS**  Goal Oriented ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⚫⎯  Critical Thinking ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⚫⎯⎯  Communication ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⚫⎯⎯⎯⎯⎯⎯  Creativity ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⚫⎯⎯⎯⎯⎯⎯⎯⎯  Organization ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⚫⎯⎯  Leadership ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⚫⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯  Team Player ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⚫⎯⎯⎯⎯⎯⎯⎯  Time Management ⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⎯⚫⎯⎯⎯⎯  **<> ACHIEVEMENTS**  NASA Lunabotics Challenge 8th place (2013)  Hosted by NASA  University Rover Challenge 1st place (2012)  Hosted by the Mars Society  **EDUCATION**  Bachelor of Science in Computer Science  **09/2009 – 06/2015** York University  **@ CONTACT**  Dennisliu12@gmail.com  C:\workspace\github\dennisliu1.github.io\public\images\png\phone-call.png 647-719-6321  Toronto, ON Canada  ca.linkedin.com/in/denliu  http://www.dennisliu.me/ |