

Dylan (Dingkai) Liang

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PROFESSIONAL SUMMARY

Analytical and creative computer science graduate seeking an entry-level position in the Information Technology field. Proven expertise in finding and resolving technical issues, using exceptional technical and communication skills to ensure minimization of downtime and optimal computer performance. Additional highlights include:

- Strong organizational skills with the ability to manage a constantly changing technological landscape.
- Energetic and passionate to deliver high-quality software quickly through agile development and consistent research.
- Proven communication, analytical and problem-solving skills to help identify, communicate and resolve issues to maximize system efficiency.
- Proficient in programming languages including Python, C/C++, Java, JavaScript, Kotlin, SQL, HTML, CSS, MIPS, Lisp, Prolog.
- Familiar with popular front-end developing framework including React.js, Vue.js, Bootstrap, jQuery, Django, Flask.
- Adept in different programming paradigms such as Reactive Programming, Object Oriented Programming, Functional Programming, Logic Programming.
- Skilled in version control system – git, being an expert in operations: merge branches, raise pull request, commit, rollback etc.

EDUCATION

Bachelor of Science Degree

June 2017

University of Alberta, Edmonton, AB

Specialization: Computing Science

RESEARCH & PROJECT EXPERIENCE (IN University of Alberta)

Social Network Website Project

March- June 2017

- Created a distributed social network website based on Django.
- Introduced Bootstrap to the team, delegated and monitored the work of six group members.
- Individually designed and implemented RESTful API and authorization feature using Django REST framework on the backend, wrote functions for jQuery AJAX calls on the front end.

StarCraft AI

September- December 2015

- Individually designed and implemented strategies against Zerg, received King Slayer Reward in the competition.
- Identified issues and led four team members to prioritize and resolve problems.
- Quickly understood and mastered the basic UAlbertaBot AI framework and turn high-level tactical strategies into code implementation.

DVD Collector Android APP

March- June 2015

- Led a team to develop an application in Android Studio based on waterfall development model and acquire the ability to develop team project with git version control tool at high proficiency level.
- Applied object-oriented concept and the MVC pattern to design the 3-tiers layer structure, drew a detailed UML diagram to show teammates my design ideas.
- Quickly learned APIs of Elastic Search and use it as the basis backend for development.

WORK EXPERIENCE

Android developer

Ghost Venture Partners Ltd

May-June 2018(Company Closed Down)

- Contributed developing an application named Gainz, which aimed to build a platform for interactions between users seeking fitness training and personal training providers.
- Independently designed the architecture of Android end APP based on a combination of Rxjava, Retrofit, Room and Livedata with the MVVM design pattern.

Computer Sciences Tutor

June 2017 - April 2018

- Helped students with the further understanding of 100 – 300 level courses including algorithmics, data structure, computer architecture, and database etc.
- Ensured that all interactions with students were professional, conducted in a courteous, accurate and thorough manner.