

# Dylan (Dingkai) Liang

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## PROFESSIONAL SUMMARY

Educated, analytical and creative computer science graduate seeking an entry-level position in the Information Technology field. Proven expertise at 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
- Energy and strong desire 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, expert in operations: merge branches, raise pull request, commit, rollback etc.

## EDUCATION

Bachelor of Science Degree  
University of Alberta, Edmonton, AB  
**Specialization:** Computing Science

June 2017

## **RESEARCH & PROJECT EXPERIENCE (IN University of Alberta)**

### **Social Network Website Project**

March- June 2017

- Created a distributed social network website based on Django.
- Led the team to design the website, delegated and monitored the work of six group members.
- Individually designed and implemented RESTful API as a way of providing interoperability between computer systems on the Internet

### **StarCraft AI**

September- December 2015

- Individually designed and implemented the strategy against Zerg, received King Slayer Reward in the competition
- Recognized issues and led four team members to prioritize and resolve problems
- Achieved the purpose of the competition - to foster and evaluate progress of AI research applied to real time strategy games

### **DVD Collector Android APP**

March- June 2015

- Applying object-oriented design and MVC structure to implement primitive model.
- Led the team to develop 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.
- Quickly learned the API of Elastic Search and use it as the basis back end for development.

## **WORK EXPERIENCE**

### **Android developer**

Ghost Venture Partners Ltd

May-June 2018(Company Closed Down)

- Contributed to develop 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 combination of Rxjava, Retrofit, Room and Livedata with the MVVM design pattern.

### **Computer Sciences Tutor**

June 2017 - April 2018

- Helped students with 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.