JASON LIU

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EDUCATION

Dublin, Ireland   **Trinity College Dublin**   **Sep 2021 – Present**

- Working towards a B.A. in Computer Science. Currently on track to receive a 1.1 (First Class Honours, 4.0 GPA Eq.) in my penultimate year.
- Coursework includes, but is not limited to: Algorithms and Data Structures I & II, Computer Networks I & II, Software Engineering Project I & II, Information Management I & II, Symbolic Programming, Artificial Intelligence, Functional Programming, Compiler Design.

EXPERIENCE

Ballsbridge, Dublin   **Keary Estates**   **Feb 2022 - Present**

- Assumed full responsibility for the weekly reconciliation of the client account, client expense account, and rent account. Report discrepancies found to the manager and resolve same if it is within my power.
- On joining, restructured unintuitive filing systems which improved the flow of the filing systems, and therefore resulted in increased productivity for the entire team.
- Compile complete VAT analyses and submit to company-chartered accountants every four months.
- Managed all aspects of the preparation of financial accounts for 2021, 2022, and 2023, submitted to company-chartered accountants.
- Conduct reviews on colleagues' work to ensure their integrity and correctness.

TECHNICAL EXPERIENCE

Projects

- **Personal Website** (2023). Personal website for me to describe more of my ability beyond a one-page CV. JavaScript, React Native, Vite, HTML, CSS.
- **2D Game Engine with WebGL - Qualcomm** (2023). First Software Engineering project. Worked with a team to create a 2D game engine, and from that, a retro-style 2D Game Library as a web-app. Leverages the utilities of WebGL to render a state-managed playing field in the browser. JavaScript, WebGL, HTML, CSS
- **Web Proxy** (2024). Created a Web Proxy to be ran locally with configuration on machine. Leverages web sockets in Java from the Socket and ServerSocket libraries to intercept outbound HTTP/HTTPS requests from my machine. The proxy forwards them to the appropriate web server based on information parsed from the request and forwards the response back to the client. Implemented thread safety for data structures in case of multiple requests/responses writing to them at once. Java, HttpURLConnection, Socket/ServerSocket, Thread Safety.
- **AI Chatbot – Bounce Insights** (2024). Second Software Engineering Project. Working with a team to create an AI Chatbot with a heavy focus on backend as requested by clients. The Chatbot is given a database of survey responses and is tasked with analyzing them according to the user's request. The use case is for businesses to analyze their survey results without having to sift through hundreds of responses. The Chatbot is programmed to respond to a wide range of questions, especially specific ones targeting certain demographics within the survey.

ADDITIONAL EXPERIENCE AND AWARDS

- **Demonstrator (2024):** Teaching data science to 1st year Biomedical Studies students through R and RStudio.
- **Nominated for IBM Industry Awards (2023):** My team for the 2D Game Engine with WebGL were nominated for the IBM Industry Awards, which only 10 out of the 30 projects were chosen for. We were given the opportunity to demo our project to a panel of industry professionals and explain everything from implementation to design choices.

Languages and Technologies

- Java; JavaScript; Python; Node.js; React Native; Vite; Springboot; SQL; HTML / CSS; Tailwind CSS;
- Visual Studio Code; Docker; Mac Terminal;